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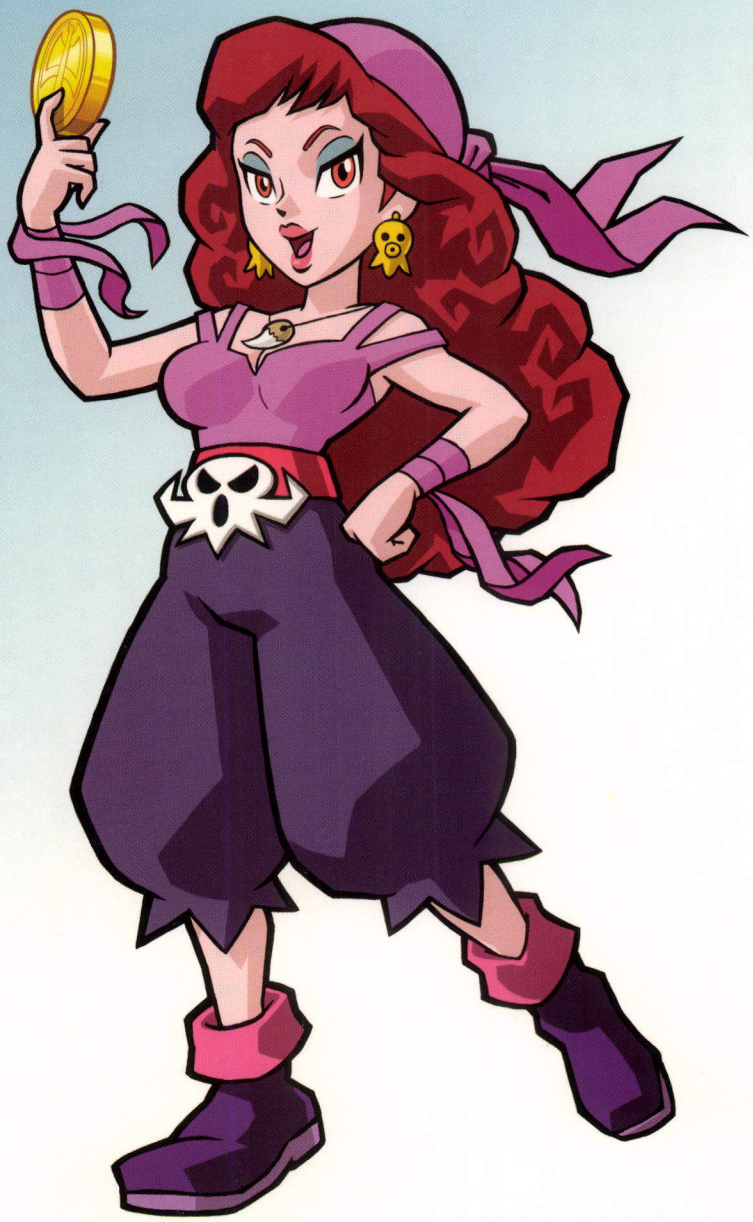

WARIO LAND™ SHAKE IT!

PRIMA Official Strategy Guide

Written by Steve Stratton

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Stephen Stratton has authored over 40 guides in his seven years with Prima. His personal favorites include Resident *Evil 4: Wii Edition*, *Mercenaries: Playground of Destruction*, *Mass Effect*, and pretty much every guide he's written that has either "Mario" or "Zelda" in its title. Steve is a lifelong video gamer who attended the Rochester Institute of Technology in Rochester, NY. In addition to his Prima Games guides, he also held a staff position with Computec Media and managed the strategy section of their incite.com video game website.

Steve would like to thank all the good people at Nintendo for their help and hospitality, especially Damon Baker, Yugo Sato, and Noriko Matsunaga for their hands-on support. Thanks also to the entire NOA test department for their expert tips and advice. Thanks to Prima's production all-stars: Mario De Govia and Shaida Boroumand, and to Marc Riegel for his vibrant design. Special thanks to David Bueno for building some truly amazing maps, and to Julie Mervyn, who's just way too lovely and awesome.

We want to hear from you! E-mail comments and feedback to sstratton@primagames.com

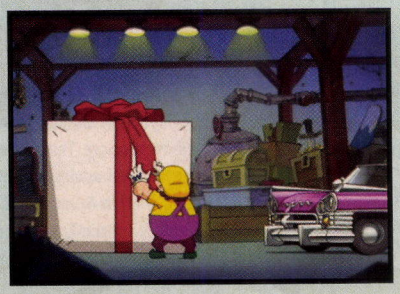
Welcome to Wario Land

Wario's Back!

Trouble's a-brewin' in the Shake Dimension. The notorious Shake King has besieged the land, searching far and wide to uncover its most precious treasure: the Bottomless Coin Sack! With every shake, a fortune in coins bursts from this bag's limitless depths—and now it belongs to a terrible tyrant!

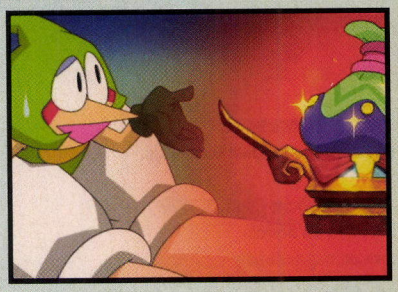
With the Bottomless Coin Sack at his side, it's not long before the Shake King manages to capture the ruler of the Shake Dimension, Queen Merelda. He also imprisons the fair queen's host of loyal subjects: happy little creatures known as Merfles. With the Merfles and their queen locked away, there's nothing to stop the Shake King from seizing total control of the realm!

Fortunately, one brave little Merfle escapes the Shake King's grasp. Vowing to rescue its beloved queen, the Merfle flees to find whatever help it can.



Having witnessed all of these events through a magical telescope, a savvy pirate named Captain Syrup is quick to develop a plan. She mails the telescope to her old nemesis, Wario, knowing his greed will play a big role in events to come!

Eyeing Captain Syrup's gift with skepticism, Wario is shocked when a tiny creature comes flying out of the telescope. It's the Shake Dimension's last remaining Merfle!



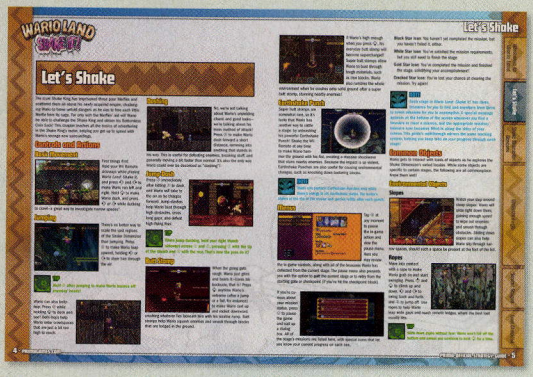
The Merfle begs Wario to help set things right, but the little being's pleas fall on deaf ears—there's no sob story sad enough to make Wario leave the comfort of his dingy workshop. It's not until the Merfle mentions the Bottomless Coin Sack that Wario starts listening up. In fact, the very mention of such an incredible prize is enough to kick Wario's boundless greed into high gear!

When the Merfle tells Wario that he can instantly travel to the Shake Dimension through the telescope standing before him, Wario wastes no time in tossing the tiny creature aside. Peering into the lens with a sinister grin, Wario soon finds himself whisked away to a wondrous new world—one that'll take any form of hero it can get!

How to Use This Book

Thank you for purchasing Prima's Official Game Guide to *Wario Land: Shake It!* This book is packed with all of the tips and strategies you need to guide Wario through his newest adventure on the Wii!

Chapter 1: Let's Shake



Thanks to the Shake King's meddling, Queen Merelda's beautiful realm has been reduced to a place of danger and hostility. Fortunately, this section of the guide teaches you all the vital basics of Shake Dimension adventuring. From Wario's moves and actions to the loot you'll find and many other topics of interest, you'll learn all of the game's fundamentals right here.

Chapter 2: Shake Dimension Denizens

The Shake King may be a tyrant, but he's not alone in his realm: Vast armies of goons live to serve his bidding! This portion of the guide exposes all of the Shake King's minions, giving tips on how to handle each one.

Chapter 3: Walkthrough

Stuck on a certain stage? Can't seem to snag that tantalizing treasure? Never fear: Our in-depth walkthrough guides you step-by-step through Wario's latest adventure, showing you how to best pillage each level while completing its tricky missions. Giant, page-sized maps are provided for each stage, showing you exactly where the loot lies.

Chapter 4: Secret Stages

We don't want to give *too* much away here, but rest assured there are more than a handful of bonus levels to uncover in the Shake Dimension! This guide doesn't skimp on the strategy just because these stages are extras; you'll find the same level of detail in these write-ups as you do in the main walkthrough.

Chapter 5: Loot Checklist

Spoiler alert! The last few pages of this guide not only provide handy checklists to help you keep tabs on your treasure-hunting progress, they also reveal all of the game's best-kept secrets! Reference this chapter only when you're ready to learn how to unlock all of the hidden content that *Wario Land: Shake It!* has to offer.

Let's Shake

The cruel Shake King has imprisoned those poor Merfles and scattered them all about his newly acquired empire, challenging Wario to brave untold dangers as he vies to free each little Merfle from its cage. For only with the Merfles' aid will Wario be able to challenge the Shake King and obtain his Bottomless Coin Sack! This chapter teaches all the basics of adventuring in the Shake King's realm, helping you get up to speed with Wario's strange new surroundings.

Controls and Actions

Basic Movement

First things first: Hold your Wii Remote sideways while playing *Wario Land: Shake It*, and press ✚ and ✚ to make Wario run left and right. Hold ✚ to make Wario duck, and press ✚ or ✚ while ducking to crawl—a great way to investigate narrow spaces!

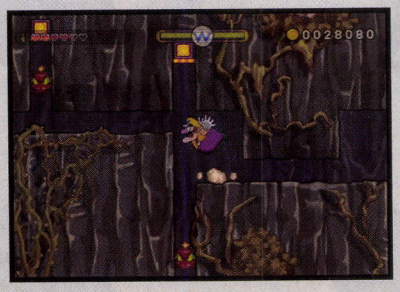
Jumping

There's no better way to scale the vast regions of the Shake Dimension than jumping. Press ② to make Wario leap upward, holding ✚ or ✚ to steer him through the air.

TIP

Hold ② after jumping to make Wario bounce off enemies' heads!

Wario can also belly-hop: Press ② while holding ✚ to duck and see! Belly-hops help Wario enter crawlspaces that are just a bit too high to reach.



Dashing

No, we're not talking about Wario's unyielding charm and good looks—we're talking about his main method of attack! Press ① to make Wario dash forward a short distance, ramming into anything that stands in his way. This is useful for defeating enemies, breaking stuff, and generally moving a bit faster than normal. It's also the only way Wario could ever be described as "dashing"!

Jump-Dash

Press ② immediately after hitting ① to dash, and Wario will take to the air as he charges forward. Jump-dashes help Wario bust through high obstacles, cross long gaps, and defeat high-flying foes.

TIP

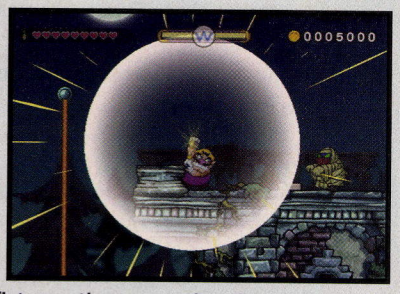
When jump-dashing, hold your right thumb sideways across ① and ②, pressing ① with the tip of the thumb and ② with the rest. That's how the pros do it!

Butt Stomp

When the going gets rough, Wario just grins and bears it—bares his backside, that is! Press ✚ anytime Wario's airborne (after a jump or a fall, for instance) to make Wario curl up and rocket downward, crushing whatever lies beneath him with his sizable rump. Butt stomps help Wario squash enemies and smash through blocks that are lodged in the ground.

If Wario's high enough when you press ✚, his everyday butt stomp will become supercharged! Super butt stomps allow Wario to bust through tough materials, such as iron blocks. Wario also rumbles the whole environment when he crashes onto solid ground after a super butt stomp, stunning nearby enemies!

Earthshake Punch



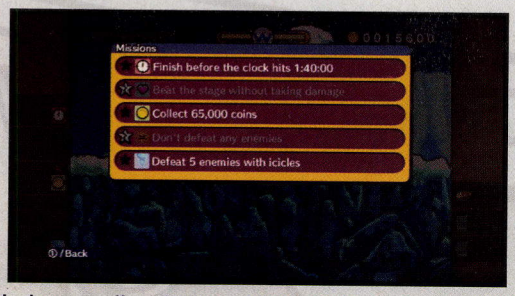
Super butt stomps are somewhat rare, so it's lucky that Wario has another way to rattle a stage: by unleashing his powerful Earthshake Punch! Shake the Wii Remote at any time to make Wario hammer the ground with his fist, creating a massive shockwave that stuns nearby enemies. Because the impact is so violent, Earthshake Punches are also useful for causing environmental changes, such as knocking down teetering blocks.

NOTE

Wario can perform Earthshake Punches only while there's energy in his Earthshake meter. The meter's shown at the top of the screen and quickly refills after each punch.

Menus

Tap ⊕ at any moment to pause the in-game action and view the pause menu. Here you may review the in-game controls, along with all of the treasures Wario has collected from the current stage. The pause menu also presents you with the option to **quit** the current stage or to **retry** from the starting gate or checkpoint (if you've hit the checkpoint block).



If you're curious about your mission status, press ⊖ to pause the game and call up a dialog box. All of the stage's missions are listed here, with special icons that let you know your current progress on each one.

Black Star Icon: You haven't yet completed the mission, but you haven't failed it, either.

White Star Icon: You've satisfied the mission requirements, but you still need to finish the stage.

Gold Star Icon: You've completed the mission and finished the stage, solidifying your accomplishment!

Cracked Star Icon: You've lost your chance at clearing the mission. Try again!

NOTE

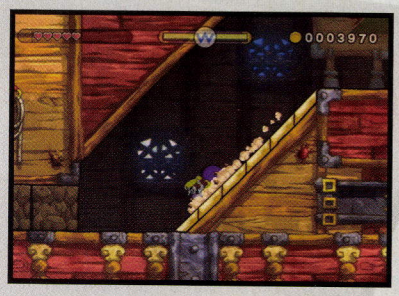
Each stage in *Wario Land: Shake It!* has three treasures for you to find and anywhere from three to seven missions for you to accomplish. A special message appears at the bottom of the screen whenever you find a treasure or clear a mission, and the appropriate mission/treasure icon becomes filled in along the sides of your screen. This guide's walkthrough mirrors the same tracking system, helping you keep tabs on your progress through each stage!

Common Objects

Wario gets to interact with loads of objects as he explores the Shake Dimension's varied locales. While some objects are specific to certain stages, the following are all commonplace. Know them well!

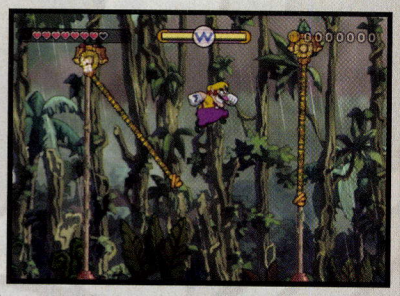
Environmental Objects

Slopes



Watch your step around steep slopes: Wario will slide right down them, gaining enough speed to wipe out enemies and smash through obstacles. Sliding down slopes can also help Wario slip through narrow spaces, should such a space be present at the foot of the hill.

Ropes



Move into contact with a rope to make Wario grab on and start swinging. Press ✚ and ✚ to climb up and down, ✚ and ✚ to swing back and forth, and Ⓐ to jump off. Use ropes to help Wario leap wide gaps and reach remote ledges, where the best loot usually lies.

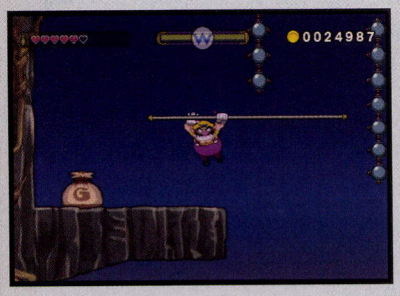
TIP

Slide down ropes without fear: Wario won't fall off the bottom end unless you continue to hold ✚ for a time.

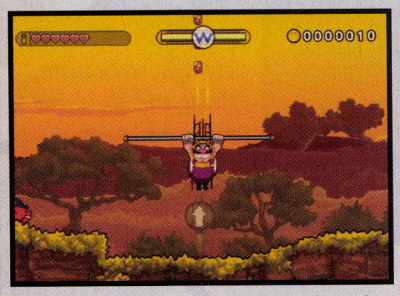
Poles

Poles are just like ropes, except without all that swinging business. Wario can climb up and down poles, leaping off at the desired height. As with ropes, Wario won't slip off the end of a pole unless you hold ✚ for a few seconds.

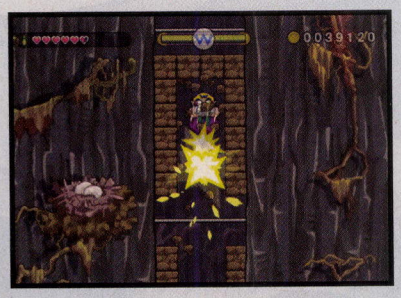
Bars



Several stages sport special bars that resemble horizontal poles. Wario grabs bars by moving into contact with them, either by jumping or falling. Press ✚ and ✚ to make Wario shimmy along a bar, crossing long gaps and hazards. Press ✚ to drop from a bar and ② to jump off.



Wario may seem out of shape, but give the Wii Remote a shake and watch in awe as he swings around a bar like an Olympic gymnast! Press ② while Wario's swinging about to make him leap off the bar, spinning through the air as he soars up high.



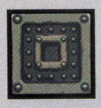
While spinning through the sky, Wario is largely invulnerable and will destroy certain objects, such as stone blocks and wooden boxes. Press ✚ while Wario's swinging on a bar to make him spin off downward, crashing into anything below.

Blocks

Stone Block

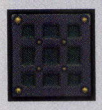
The most common blocks Wario encounters are made of solid stone. These weak objects can be smashed by practically any means: dashing, butt stomps—you name it. Unlike some objects, stone blocks won't reappear after they've been smashed, even if you exit an area and reenter. They only reset when you retry a stage.

Iron Block



Iron blocks are much sturdier than those made of stone. They can only be broken by striking them with extreme force. Super butt stomps will smash iron blocks, as will rushing into them at Max Fastosity Dasherator speeds. Wario can also bash through iron blocks after he rockets out of a cannon.

Steel Block



Steel blocks are special in that they cannot be destroyed by any means. That's right: No amount of butt stomping or dashing will bust these sturdy obstacles!

Teetering Block

These special blocks are somewhat rare compared to the rest, and they're always found teetering on some ledge's edge. Rattle the place with an Earthshake Punch to knock them down, then look to use them as steps to reach higher plateaus.

Wooden Crate

These common boxes are similar to stone blocks in that they're flimsy and can be shattered in a wide variety of ways. The only difference between the two is that wooden crates will respawn if you leave an area and return. Stone blocks won't.

Colored Blocks

Colored blocks are much smaller than the aforementioned blocks, and they're often lined up to create walls, platforms, or stairways. Colored blocks come in red, blue, and yellow; turn them on and off as needed by hitting a switch of the same color.

Shake Blocks

Shake blocks are another type of small block. They're commonly confused with colored blocks because they come in red and blue varieties. How can you tell a shake block, then? By the creepy face that's etched onto each one!

Each stage's shake blocks are controlled by the stage's alarm system. An alert is raised when Wario frees the stage's imprisoned Merfle, causing all of the stage's red shake blocks to vanish and the blue ones to light up. This opens new paths out of the stage, letting Wario take a different approach as he guides the Merfle back to the starting gate.

Checkpoint Block

Every stage sports a checkpoint block, which is usually found near the Merfle cage. Hit this little block to save your progress before freeing the Merfle, and you'll always restart from the checkpoint when you choose to pause and retry.

TIP

If Wario's wounded when he reaches the checkpoint, hit the block and then choose to retry. Wario's hearts will be filled when he restarts!

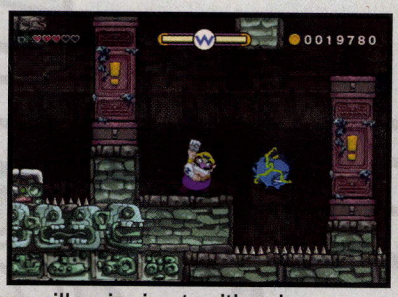
Other Common Objects

Bouncy Ball

Bouncy balls are fun to play with—even for Wario, who never has any fun. Move into contact with a ball to make Wario grab it, then press and hold ① to make him ready a toss. A big onscreen arrow appears, indicating the direction in which Wario will throw the ball. Tilt the Wii Remote to angle the pitch, then release ① to throw.

Toss balls to break overhead objects, such as stone blocks, or to hit remote switches. Wario can also hurl balls at enemies to defeat them without getting his hands dirty. (But where's the fun in that?)

Up/Down Pillar

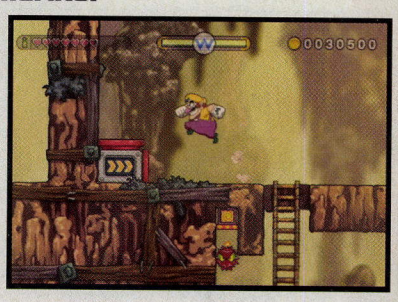


Wario's progress is commonly hampered by these tall, unbreakable objects. Fortunately, Wario can remove up/down pillars from his path with a show of force: Rattle the room with an Earthshake Punch to cause all up/down pillars in view to either rise or lower, depending on the pillar.

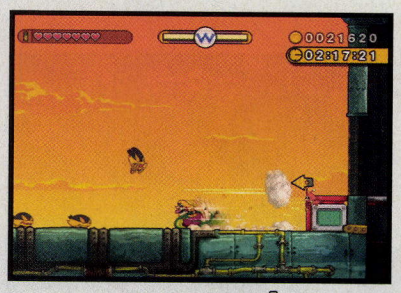
TIP

Stand on up/down pillars to ride them like elevators!

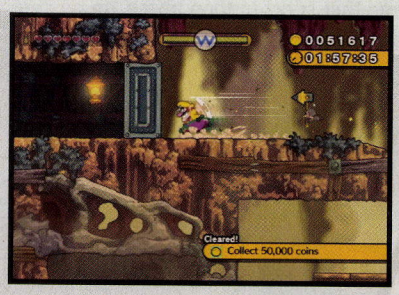
Max Fastosity Dasherator



Some of the coolest objects Wario gets to interact with on a regular basis are Max Fastosity Dasherators (or "dasherators" for short). These little devices are everywhere; jump onto one and press ✚ to make Wario dive inside.



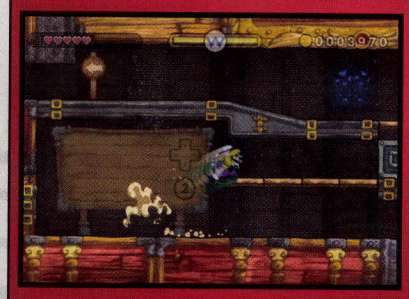
Wario soon rockets out of the dasherator, sprinting forward at top speed. Press ✚ or ✚ to make Wario skid and change direction. Press ② to make him leap, and hold ✚ to make him slide. If you want to stop, continue holding ✚ to make Wario slide to a halt. Or simply plow headfirst into a wall!



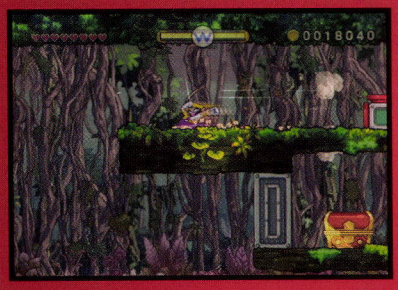
While cruising at dasherator speeds, Wario can run straight through long rows of blocks, smashing them all without missing a beat. He'll bust right through blocks made of wood, stone, and iron, but not steel blocks—hitting one of those brings his streaking to a halt.

Dasherator Tips

Dasherators play a big role in Wario's new adventure, so let's go over some pro-level tips that'll help you get the most out of each sprint.



Press ② immediately after hitting ✚ or ✚ to change direction, and Wario will quickly turn and jump without skidding. This is handy when simply pressing ✚ or ✚ to change direction would cause Wario to skid off a ledge or into a wall.



Press ✚ or ✚ to make Wario change direction as he rushes toward the edge of a ledge. This causes Wario to skid off the ledge, changing direction as he falls! A great way to cut corners when descending ledges and platforms.

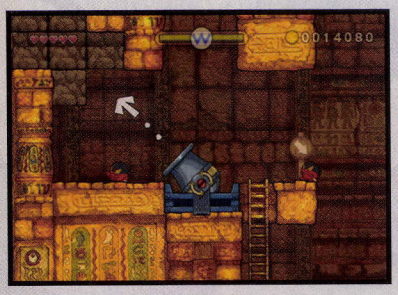
Warp Pipe

You've seen these objects somewhere before, haven't you? Even in the Shake Dimension, warp pipes function the same as they do everywhere else. Jump onto one and then press ✚ to make Wario squeeze inside, emerging someplace totally different. Warp pipes commonly lead to small caverns that sport hidden prizes, so be sure to explore each one!

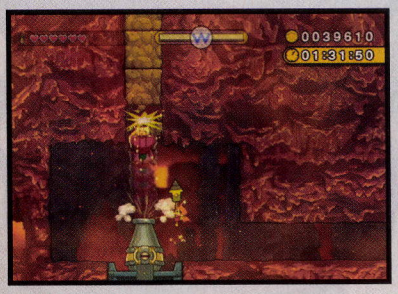
TIP

Jump and press ✚ to shimmy into overhead warp pipes.

Cannon

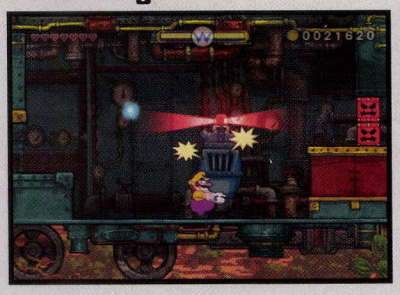


Wario sure likes to throw things, but he's the one that gets launched after he steps into a cannon! Climb into these objects as you would a dasherator or warp pipe, and notice the big onscreen arrow that appears. Tilt the Wii Remote to angle the arrow, then press ② when you're ready to send Wario flying!



Wario bashes through stone and iron blocks after being shot from a cannon, just like he would if he were bolting out of a dasherator. The difference is that you have no control over Wario after he's been fired from a cannon. Look before you launch!

Merfle Cage



Every Shake Dimension stage features one all-important object: the cage in which the stage's Merfle is held captive! Move into contact with a Merfle cage to make Wario lift it, then shake the Wii Remote to jostle out the Merfle. Careful, though: An alarm sounds after you break the cage and an onscreen timer appears—you now have just a handful of minutes to return the Merfle to the starting gate!

Items and Loot

Smashing blocks and hopping around poles is all well and good, but Wario wouldn't be here if it weren't for one motivating factor: treasure! Here we detail all of the various forms of loot Wario can obtain within each stage, along with the items that will help him survive his hard-knock journey through the Shake King's realm.

Items

Garlic

Mmm, garlic! Learn to love that one-of-a-kind taste, because Wario thrives on the stuff. Stun, grab, and shake enemies for a chance at scoring garlic, then quickly claim the head before it bounces away. Normal-size garlic heads restore one of Wario's hearts, while big ones can replenish up to three!

NOTE

See the following chapter, "Shake Dimension Denizens," for details on how to stun, shake, and defeat each enemy Wario encounters throughout his adventures.

Recovery Potion

When there's no garlic to be had, Wario can rely on these special potions to refill his hearts instead. Purchase recovery potions at Captain Syrup's Pirate Shop, and Wario will keep them with him until he runs out of hearts. At that time, Wario automatically pounds one of his recovery potions to completely restore his health! These are must-have items when battling some of the Shake Dimension's most powerful foes.

NOTE

Wario can carry up to two recovery potions at a time. It always costs a lot more to buy a second potion when he's already got one.

Heart Vessel

Be sure to check the Pirate Shop often—Captain Syrup regularly gets in new products, such as exceptional heart vessels! Purchase heart vessels from the shop to extend Wario's hearts, making him a bigger, badder threat in battle.

NOTE

A new heart vessel becomes available each time Wario bests a boss enemy.

Loot

Coins

Now we're getting to the good stuff! Wario loves nothing more than cold, hard cash, so it's lucky for him that he's come to the Shake Dimension. The Shake King's coinage runneth over, and almost every inch of his land is covered in loot! Search high and low for loose coins, collecting every one you see to stretch out Wario's wallet.

Here's the value of each coin:

Bronze: 10 coins

Silver: 50 coins

Gold: 100 coins

Big Silver: 500 coins

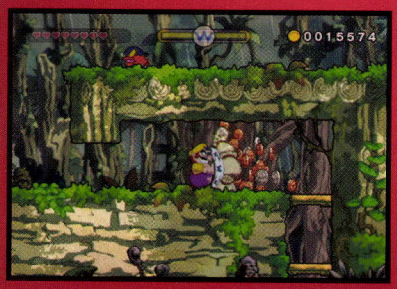
Big Gold: 1,000 coins

Coin Bags

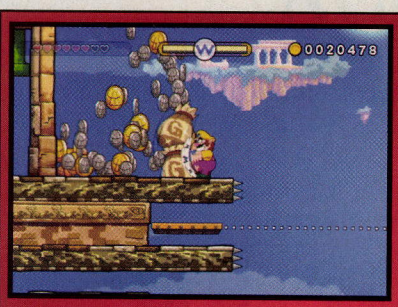
In addition to loose coins, Wario can also obtain cash from coin bags he discovers over the course of his travels. Grab each coin bag you see, then shake the Wii Remote to jostle out the coinage. Big coin bags feature more cash than little ones, but every little coin counts!

Coin Bag Tips

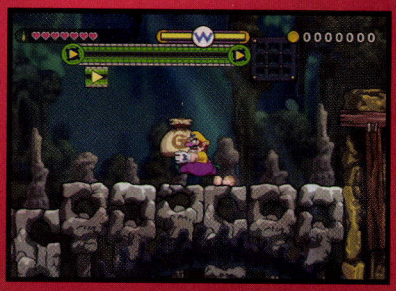
Wario gets really excited when shaking out coin bags, and the cash tends to fly all over the place. This coinage vanishes super-fast, so here are some tips to help you get the most out of each bag.



Never shake out coin bags on tiny, open platforms if you can avoid it. Carry them to a nearby nook instead, where the low ceiling will help keep the coins from flying too far.



Walls are another option when there are no nooks about: Simply stand back before shaking the bag to prevent coins from flying over Wario's head.



Sometimes, there's just no suitable place to shake out a coin bag. That's OK; just find the best place you can. Wario's a greedy guy, but he doesn't need to claim *every last coin* from each bag! (Or does he?)

Diamonds

Wario has absolutely nothing in common with girls, except that diamonds are his best friends, too. Scour each stage for these large, precious jewels—each one's worth a whopping 10K!

Treasures

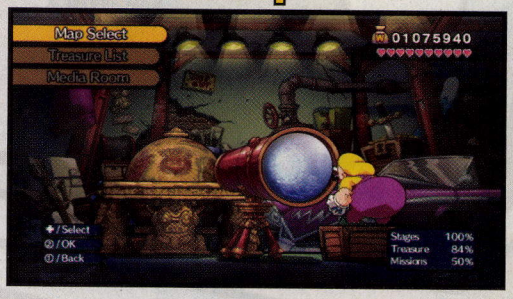
Every stage hides three giant treasure chests, which Wario strongly urges you to help him find. Why? Because treasure chests hold treasure! Open chests you see by dashing into them—either with a press of ①, or while motoring along at dasherator speeds. Find all three treasures from every stage to unlock something really cool!

NOTE

See the last few pages of this guide to learn all about the game's secrets, including what you'll get for finding every treasure and clearing every mission in each stage.

Areas of Interest

Wario's Workshop



When he's not pillaging the Shake King's realm, Wario enjoys spending time in his cluttered workshop. It's from here that he spies on the Shake Dimension through his magical telescope, so thoughtfully provided to him by Captain Syrup. Wario also proudly displays the treasures he's pilfered from the Shake King's land here: Take a gander at each treasure as his collection grows!

Stage Selection

Eyeballing the Shake Dimension through his telescope, Wario can easily see where he should venture next. Icons appear when you examine each stage, showing you how many treasures you've found there, and how many missions you've cleared. Press ① to call up additional information, pressing the button a second time to warp Wario into the stage.

NOTE

Wario must purchase maps at the Pirate Shop to reveal the shrouded bits of the Shake Dimension and unlock new stages.

Pirate Shop

After completing the initial tutorial stage ("Aboard the *Sweet Stuff*"), Wario can visit Captain Syrup's ship at any time to purchase special items. The following table lists everything that can be bought at the shop, along with the item's cost and any important notes. Good luck out there!

Pirate Shop Wares

Item Name	Cost	Availability	Notes
Area Map #1	1,000	From game start	Unlocks Ratl Ruins stages
Area Map #2	50,000	From game start	Unlocks Wiggly Wilds stages
Area Map #3	100,000	From game start	Unlocks Rocking Range stages
Area Map #4	150,000	From game start	Unlocks Jiggle Jungle stages
Area Map #5	200,000	From game start	Unlocks Quiver Cliffs stages
Opening Movie	100,000	From game start	Unlocks the "Opening Movie" for viewing at Wario's Workshop
???	Sold out!	After beating the game	Beat the game to unlock this special shop item!
Recovery Potion	20,000/ 100,000	From game start	Equips Wario with a recovery potion. Buy a second potion for 100,000!
Heart Vessel #1	1,000	After beating Ratl Ruins	Extends Wario's life meter by one heart
Heart Vessel #2	5,000	After beating Wiggly Wilds	Extends Wario's life meter by one heart
Heart Vessel #3	10,000	After beating Rocking Range	Extends Wario's life meter by one heart
Heart Vessel #4	20,000	After beating Jiggle Jungle	Extends Wario's life meter by one heart
Heart Vessel #5	50,000	After beating Quiver Cliffs	Extends Wario's life meter by one heart

Shake Dimension Denizens

Wario encounters many villainous vermin while plundering the Shake King's empire—and just a handful of friendly faces, too. This portion of the guide introduces the game's major characters and details the many different enemies Wario faces during his travels.

NOTE

Please see the walkthrough for tips and strategies related to boss fights.

Friendly Faces

Queen Merelda

The rightful ruler of the Shake Dimension, Queen Merelda has found herself in quite a pickle. She and her loyal subjects, the Merfles, have all been captured by the vile Shake King, who has seized control of this once-peaceful land. As if that weren't bad enough, the Shake King has stolen the realm's greatest treasure as well! That actually turns out to be a good thing, though—it's the only reason Wario decides to pitch in and lend a hand.

Merfles

These happy little beings have fallen under tough times, just like their beloved queen. The Shake King has imprisoned all of the Shake Dimension's Merfles and scattered them across the land, throwing the realm into disorder and crushing any hope of resistance. All Merfles except one, that is—and as it turns out, one is all it takes to make a difference!

Captain Syrup

This savvy pirate's lust for loot rivals that of Wario, whose path has crossed Captain Syrup's more than once (and never in a nice way). This time around, however, Captain Syrup turns out to be Wario's ally, cluing him in to the Shake Dimension's plight—and all the fabulous treasure Wario can plunder from the land in the process of saving it!

Hostile Inhabitants

Bandinero

THREAT ★☆☆

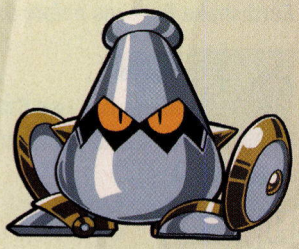
The most common baddies Wario encounters in the Shake Dimension are also the most timid. Bandineros are too weak to actually harm Wario, making them more nuisances than threats. Wario can easily dispatch these goons with dashes and butt stomps, and he can also get a lot of use out of them: Bandineros are easily stunned and shaken for garlic, and they can be thrown to hit switches, destroy stone blocks, and defeat enemies from afar.

NOTE

Most enemies give off garlic when shaken. The only exceptions are golden enemies that exist in certain stages: These rare goons give out coins instead!

Boomdinero

THREAT ★★★



Think of Boomdineros as bigger, badder versions of Shortfuses. These armored hulks stand tall, launching huge spike-covered balls at Wario whenever he moves within sight. Boomdineros are so well protected, there's only one way to handle them: Wario must first stun them with an Earthshake Punch, then grab them and shake off their armor. With all that metal gone, what remains is a badly shaken Bandinero!

WARIO LAND SHAKE IT!

Buccanero

THREAT ★★☆

A rare form of enemy that's encountered early in the adventure, Buccaneros like to charge Wario, swinging wildly with their sharp sabers. Don't dash straight into Buccaneros or they'll slice you up; stun them with a fast Earthshake Punch instead. Once stunned, Buccaneros can be treated just like lowly Bandineros: Shake them for garlic and toss them about as you like.

Bumbleprod

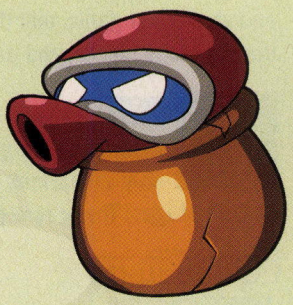
THREAT ★★☆

These spiky-shelled vermin must be treated with care. Though nonaggressive, Bumbleprods can easily hurt Wario if he foolishly runs into their sharp spikes. It's often best to avoid these pests by simply jumping past them. If you wish to defeat a Bumbleprod, first stun it with an Earthshake Punch to flip it face up, then butt stomp the baddie's soft belly to squash it flat.

CAUTION

Never dash into Bumbleprods. Their spikes will poke Wario even while they're stunned!

Crackpot



THREAT ★★☆

These uncommon hostiles like to hide out in little pots, waiting for the curious to come waltzing by. Then they stick their heads out and start spitting spiky balls! Handle Crackpots as you would any other dangerous foes: Stun them with Earthshake Punches before dashing forth to defeat them.

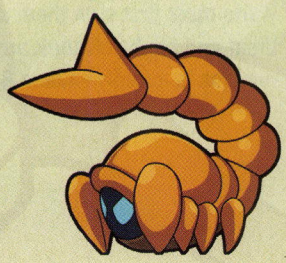
NOTE

Wario can use Crackpots against his foes: Grab and shake a Crackpot to make it fire its spiky balls at enemies!

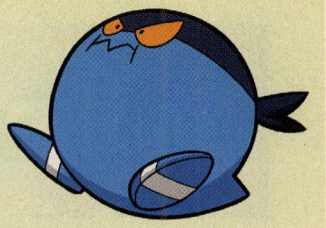
Flipsting

THREAT ★★☆

Curious little creatures that crawl about floors and ceilings, Flipstings are scorpion-like baddies that like to lash out at Wario with their lengthy tails. These guys can be dangerous if left unchecked, so be quick to stun them with Earthshake Punches before finishing them off!



Floating Bandinero



THREAT ★☆☆

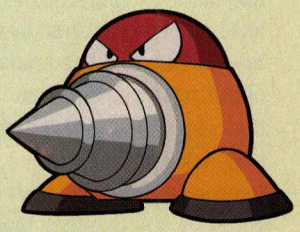
Full of hot air, these blue goons enjoy eyeing their surroundings on high as they lazily drift about the sky. Like regular Bandineros, these little baddies have no means of harming Wario—except for the rare electrified variety, which can zap Wario if he touches their crackling sparks. Wario commonly exploits floating Bandineros to help him cross wide chasms, hopping along and bouncing off their heads. This knocks the floating goons to the ground, reducing them to average Bandineros.

Mummer

THREAT ★★☆

These big baddies breathe toxic fumes at Wario, hoping to choke him out. Keep out of range and unleash Earthshake Punches to stun slow-moving Mummers, knocking loose their thick gauze and making them vulnerable to Wario's dash attacks!

Nosedozer



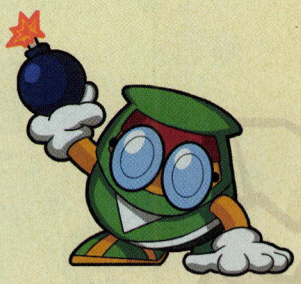
THREAT ★★☆

Use caution when confronted by these drill-faced villains: Though slow, they're quick to hurt Wario if he carelessly dashes into them. Always stun Nosedozers with Earthshake Punches to flip them onto their backs, causing their sharp drills to point upward. Then quickly lash out with dashes to dispatch them before they recover!

CAUTION

Avoid bouncing off Nosedozers' heads to stun them. It works, but you risk getting poked by their drills after they tip over!

Peek-a-boom



THREAT ★★☆

One of the rarest denizens of the Shake Dimension, Peek-a-booms can appear and vanish at will. They enjoy hurling lit bombs at their prey, which makes for some truly explosive encounters! Peek-a-booms are quick to disappear whenever Wario moves too close, so let loose Earthshake Punches to stun them before closing in. Wario can get a lot of use out of a Peek-a-boom's bombs, too: Snatch them up and then toss them at objects or enemies as you see fit!

TIP

Shake lit bombs to blow out their fuses and stop their timers.

Pengoon

THREAT ★★☆

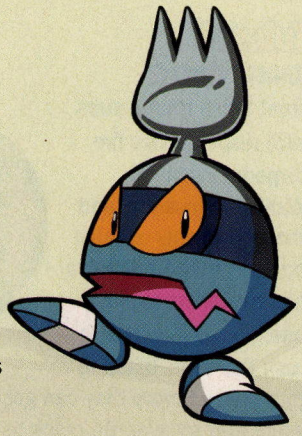
Native to the Quiver Cliffs' frigid wastelands, Pengoons make their homes in fluffy snow, popping up to spit iceballs at trespassers and then quickly ducking back into the powder. When you meet one of these coldhearted creeps, break the ice by rattling the stage with an Earthshake Punch. Then do with the stunned goon as you wish!

CAUTION

Beware of purple Pengoons and Crackpots: They each fire three shots when they attack instead of just one!

Pitchfork

THREAT ★★☆

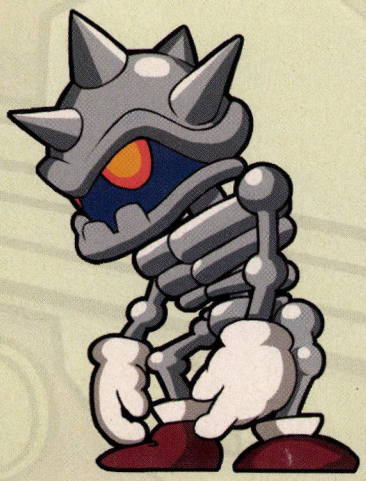


Pitchforks are unique creatures with large, fork-like protrusions sticking up from their heads. This makes them quite dangerous when they lower their heads and charge! Pitchforks also commonly drop from the ceiling, attempting to impale Wario as he strolls by.

It's always best to stun Pitchforks with Earthshake Punches, as dashing into them can be painful if they suddenly charge. Wario can grab stunned Pitchforks and shake them for garlic, but throwing them produces a slightly different result than the norm: Rather than smashing apart blocks or activating switches, Pitchforks become lodged into whatever they're thrown at and remain stuck there for a time. This lets Wario use Pitchforks as makeshift platforms: Toss one into a tall wall, then jump up and bounce off the Pitchfork's back to reach a higher plateau!

Recapitator

THREAT ★★★



Don't lose your head when battling these bony foes. Earthshake Punches reduce Recapitators to heaps of gruesome remains, but it's not long before they recover. To truly defeat Recapitators, Wario must strike them when their heads are off. Duck to dodge when a Recapitator hurls its noggin, then quickly rise and dash into the fiend's body to send it to the boneyard!

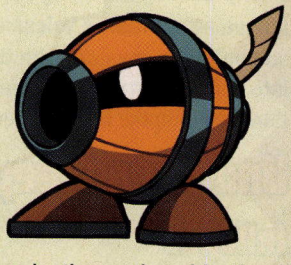
Scarracuda

THREAT ★★★

Fearsome fish with big teeth and an even bigger appetite, Scarracudas are commonly found swimming near the surfaces of lakes and rivers. They'll bite Wario if he takes a dip and swims too close, and they can also leap out of the water and snap at Wario's feet if he's trying to slip past overhead. Scarracudas are tough to beat, so it's best to simply avoid them. Watch carefully as they swim about, and make sure Wario doesn't linger above them!

Shortfuse

THREAT ★★☆



Short in stature with a temper to match, Shortfuses like to stand their ground, firing spiky balls at Wario whenever he moves within range. Handle these little goons as you would most others: Stun them with an Earthshake Punch to make them vulnerable, then simply dash them away. You don't need to stun Shortfuses to defeat them, but it's a lot easier that way!

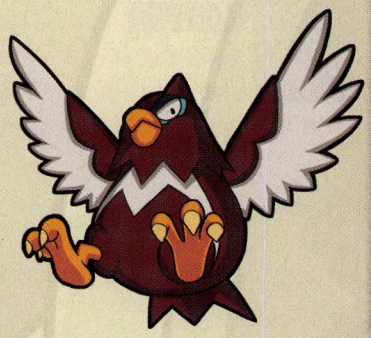
Spinbat

THREAT ★★☆

A rare breed of enemy that lurks in caves and spooky basements, Spinbats get their name from their favorite method of attack: They cling to ceilings, waiting for Wario to wander past before quickly spiraling down at him. Avoid this fast attack, and the Spinbat becomes lodged in the ground, helpless for a short time! Be quick to dash into stuck Spinbats to put an end to their threat.

Turkeyjerk

THREAT ★★★



These high-flying fowl are a lot tougher to handle than they look. They hover on high, waiting for Wario to draw near before swooping down to attack. This dive-bomb assault is so fast that it's usually tough to see a Turkeyjerk coming until it's too late! Jump to dodge a diving Turkeyjerk, then quickly bounce off its head to stun it before it takes to the sky again. Once it's stunned, Wario can dash into a Turkeyjerk to dispatch it, or grab and shake the bird to send it running off!

TIP

Shake Turkeyjerks to send them running through rows of tiny stone blocks, clearing out crawlspaces for Wario to explore.

Volcannon

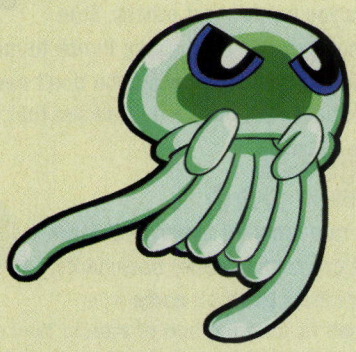
THREAT ★★☆

Commonly found in hot climates, these fiery foes are known to erupt in anger, shooting twin fireballs skyward at regular intervals. The fireballs soon plummet, scorching anything that stands nearby. This unique attack makes Volcannons quite dangerous to deal with, so don't take any risks with them. Though you can simply dash into Volcannons to defeat them, consider unleashing Earthshake Punches to make them vulnerable first.

Undersea Creeps

Jellopus

THREAT ★★☆



Wario encounters these jiggly jellyfish while cruising the Shake Dimension's ocean floor. Jellopus always travel in groups, and they're tough to predict as they awkwardly swim about. Most Jellopus attack by ramming Wario's Subwarine, so be quick to torpedo them from afar. Then move up to collect the silver coins they give off for some fast cash!

CAUTION

Beware of pink or yellow Jellopus that give off electric sparks. Rush forward and try to defeat these dangerous villains while they're still charging up.

Plunger

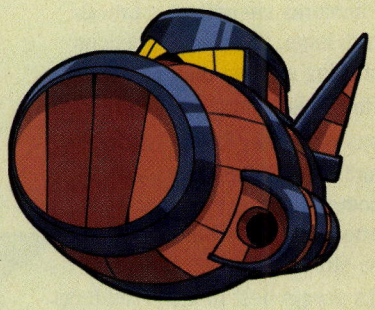
THREAT ★☆☆

These daring divers are all too common in the Shake Dimension's watery depths. They often either drop in from above or pop up from the muck, twirling about as they try ramming Wario's Subwarine with their pointy heads. You can usually see the tip of a Plunger's helmet before it pops in to strike: Use this to anticipate where they'll appear, and be quick to blow them all away!

Plungers are plentiful, so it's a shame that they're poor: They always leave low-value bronze coins behind. Claim their coinage anyway—every little bit counts!

Tub-sub

THREAT ★★★



Treat these rotund subs with respect: They fire torpedoes just like Wario's Subwarine, and they're the only oceanic baddies that require two hits to sink instead of one. It's usually best to rush Tub-subs, blasting them once before they can get off a shot and then backing off while they recover. Be quick to fire a second shot to finish off the wounded Tub-sub before it can react!

Tub-subs may seem threatening, but they've got nothing on Wario's advanced craft. Each one gives off three gold coins when defeated, so make sure to sink these sub-par subs!

Walkthrough

Aboard the *Sweet Stuff*

Stage Overview

Captain Syrup's steady vessel sets the stage for Wario's first visit to the Shake Dimension. The challenge is low here, so relax and enjoy. Put in a bit of practice with each of the moves you're taught—these are the all-important basics!

Missions

- Defeat the golden enemy
- Collect 10,000 coins
- Jump off a Bandinero's head

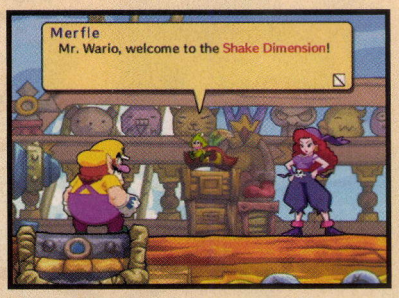
Treasure

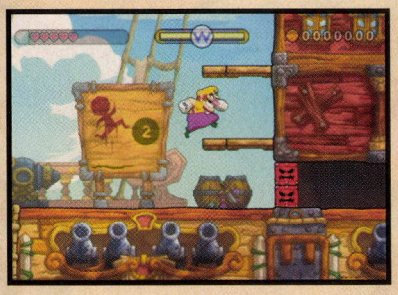
- Merfle Syrup
- Six-Week-Old Curry
- Fickle Compass

Area 1

Training Day

Wario has a brief run-in with Captain Syrup and a cute little Merfle upon boarding the *Sweet Stuff*. Sounds like there's treasure to be found aboard ship! Our greedy hero needs little encouragement to begin scouring the decks in search of loot.





Since this is your first day in Wario's shoes, handy signposts appear throughout this level to help guide you along. Press ② to hop up the platforms to the left and continue to the next area.

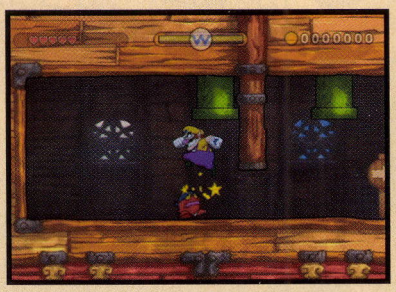
NOTE

Did you notice the red shake blocks near the start? These blocks disappear after you rescue the stage's Merfle, allowing you to take different escape routes back to the level's starting gate.

Area 2

Jump onto a familiar green pipe in the next area and press ✚ to make Wario squeeze down through.

Bandinero Bounce



Wario encounters his first enemy below the warp pipe: a Bandinero! These little baddies are more of a nuisance than a threat—they can't harm Wario in any way. If you like, jump up and hold ② to bounce high off the Bandinero's head, completing one of this level's optional missions.

Missions

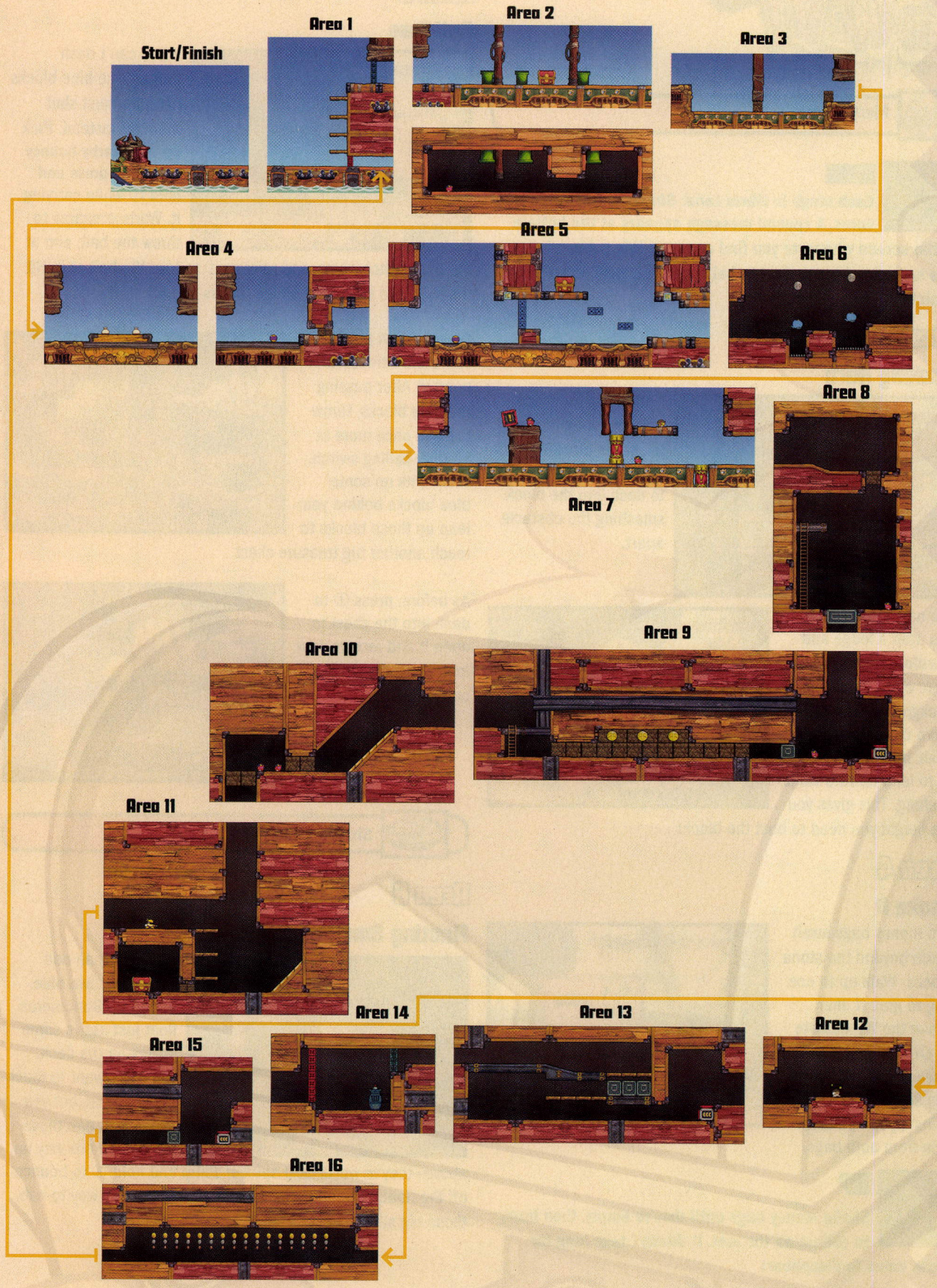
- Jump off a Bandinero's head

NOTE

Wario can't jump off of stunned enemies. If you hop onto the Bandinero's head but fail to hold ② so that you bounce high off, wait for the Bandinero to recover before trying the move again.

Treasure, Ho!

To reach some easy loot, jump up and press ✚ to wiggle into the middle warp pipe that hangs from the ceiling. Wario pops out topside, right near a giant treasure chest! Press ① to dash into the chest and claim your prize: a bottle of yummy Merfle syrup!


Start/Finish
Area 1
Area 2
Area 3
Area 4
Area 5
Area 6
Area 7
Area 8
Area 9
Area 10
Area 11
Area 12
Area 13
Area 14
Area 15
Area 16

WARIO LAND SHAKE IT!

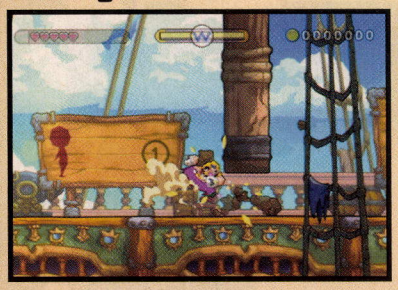
Merfle Syrup

NOTE

Each stage in *Wario Land: Shake It!* has three treasures. A special message appears at the bottom of the screen whenever you find one, and this guide mimics this same tracking system to help you keep tabs on your loot-snatching progress!

Area 3

Dashing Hero



Nothing keeps Wario from treasure, not even the stone block found in the next area. Press ① to dash into the block, smashing the obstacle apart.

The next stone block sits atop a ledge and therefore requires a bit more effort to smash. A background sign gives you a clue: Press ① to dash, then quickly press ② to leap upward while dashing. This gives you the height you need to bust the block!

Area 4

Shake It

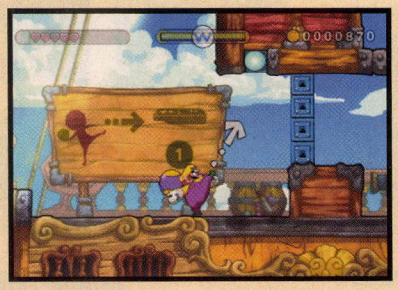
Two money bags await Wario beyond the stone blocks. Walk up to one bag to grab it, then shake the Wii Remote to give the bag a jostle. Coins burst out! You can score up to 1,000 coins if you nab every coin from both bags.

TIP

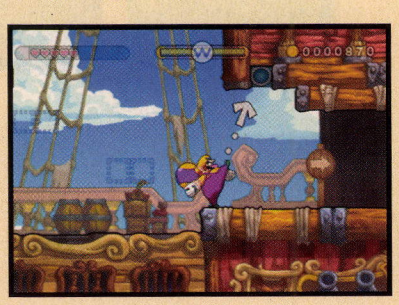
Shake money bags until they're empty, then hurry to collect all the loot. It doesn't take long for those coins to disappear!

Area 5

Ball Toss

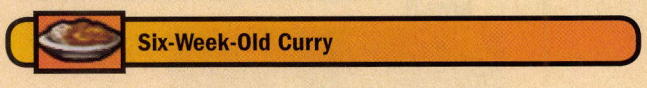


Wario can't dash through the blue blocks here; he must shut them off instead. Pick up the nearby bouncy ball, then press and hold ① while carrying it. Wario prepares to throw the ball; aim at the blue switch above and release ① to toss the ball at it. Hit the switch to shut off the blue blocks ahead.



Do you smell that? Yes, there's treasure nearby! After passing the blue blocks, throw the ball once more at another ceiling switch. This lights up some blue blocks behind you; leap up those blocks to reach another big treasure chest.

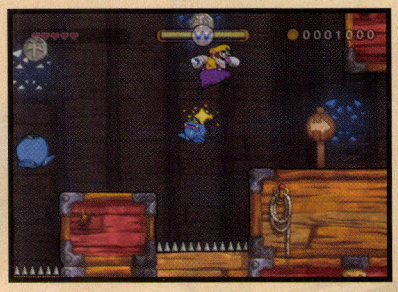
As before, press ① to dash into the chest to open it and receive your loot: some six-week-old curry! (Ew...)



Six-Week-Old Curry

Area 6

Floating Bandineros



Wario sees an odd sight here: Two blue, puffed-up Bandineros float just above some spikes on the deck. You don't want to touch those spikes, but you *do* want to nab those big silver coins way up above—they're worth 500 apiece! Jump and hold ② to bounce off the floating Bandineros' heads—this is the only way to nab those big silvers.

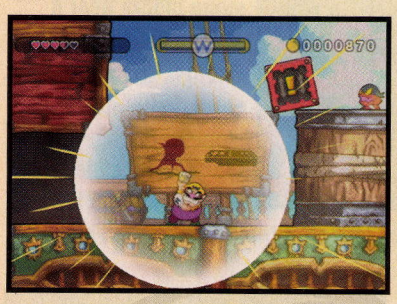
TIP

If you miss the coins and the Bandineros fall into the spikes, leave the scene and return to find the Bandineros floating about as they were before.

Hi there! You may notice little boxes like this one as you peruse this book. These are special commentary boxes that give me, the author, a chance to share some of my own experiences with you! I remember getting stuck here at the floating Bandineros for quite a while before I realized that I had to hold ② to bounce off their heads and reach those coins. The mechanics are simple, yet the puzzle had me stumped for several minutes! You'll find that *Wario Land* is full of similar puzzles: simple in design, tricky to deduce!

Area 7

Earth Shaker



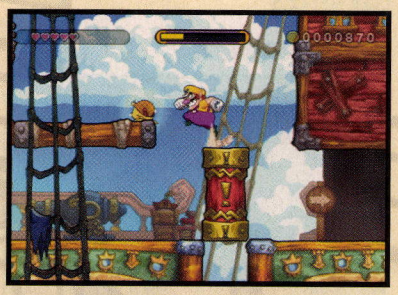
An odd block teeters on the edge of a tall platform in the next area. Shake the Wii Remote to make Wario pound the ground with all his might, causing his surroundings to tremble. This Earthshake Punch causes the teetering block to fall; use it as a step to reach the platform above.

TIP

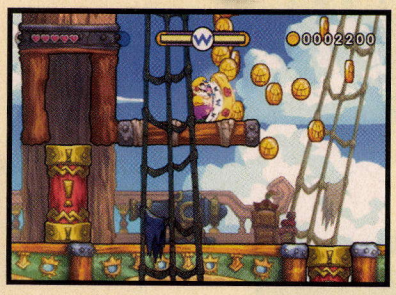
Wario's Earthshake Punch is also great at stunning enemies. Try stunning the nearby Bandinero with it!

The way forward is blocked by a strange pillar. Shake the Wii Remote to pound the ground again and the pillar rises, allowing you to dash onward.

Go for the Gold



If you're observant, you noticed another up/down pillar in the nearby ground. Stand atop this pillar and then pound the ground with an Earthshake Punch. Pow! The pillar rises like a lift, moving you close to a golden Bandinero on the ledge above.

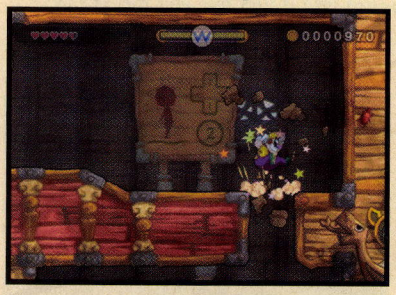


Perform another Earthshake Punch or simply bounce off the golden Bandinero's head to stun it. Grab the stunned Bandinero afterward and shake it to receive a ton of gold coins—up to 5,000 worth! After collecting the loot, defeat the golden Bandinero by dashing into it, or by holding ① and tossing it away.

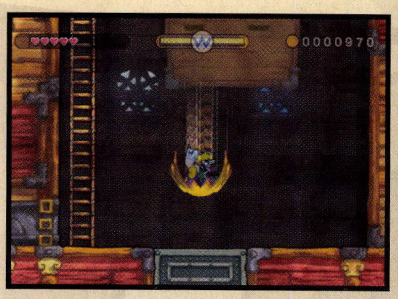
Defeat the golden enemy

Area 8

Mighty Butt Stomp



Wario needs a little help from his backside to get past this next bit. Stand atop the big stone block in the floor here, press ② to jump, then press ✚ once Wario's in midair. Wario comes crashing down on the stone block, butt first, bashing it apart and falling right through the floor!



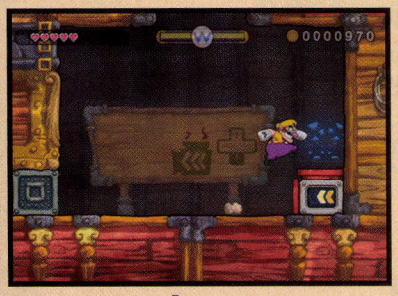
Stone blocks are easy to smash through, but iron blocks require a bit more effort: a super butt stomp! Climb the nearby ladder, jump off the ledge above, and then quickly press ✚ to butt stomp all the way down from the ceiling. The long fall transforms Wario's normal butt stomp into a super version that smashes through the big iron block in the floor.

TIP

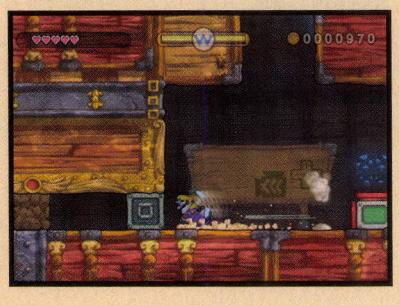
Wario becomes encased in glowing yellow energy when a normal butt stomp becomes supercharged.

Area 9

Dashing to the Max

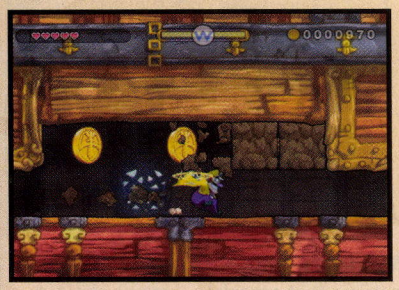


Wario's super butt stomp lands him next to an odd device called a Max Fastosity Dasherator. This is lucky, because another iron block is plugging up the nearby passage! Jump on top of the dasherator and then press ✚ to squeeze into it just like you did at the warp pipes before.



The dasherator blinks twice and then spits out Wario, who rushes forward in a high-speed super dash. His speed is so great that Wario bursts through the iron block as if it weren't even there.

Hidden Coinage



Our hardheaded antihero keeps right on dashing past the iron block, through a series of stone blocks beyond. After you come to a stop against the solid wall, return to the stone blocks and jump to smash the higher ones, which hide three big gold coins. You don't want to miss these—they're worth a whopping 1,000 coins apiece!

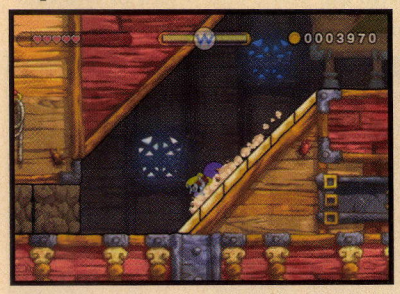
NOTE

If you haven't missed a coin yet, collecting the three big golden coins here puts you at 10,000—enough to complete one of this stage's missions. Don't worry if you missed some; more coins lie ahead!

Collect 10,000 coins

Area 10

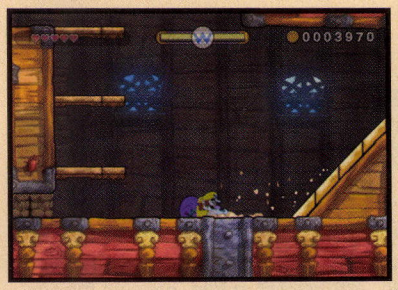
Slip and Slide



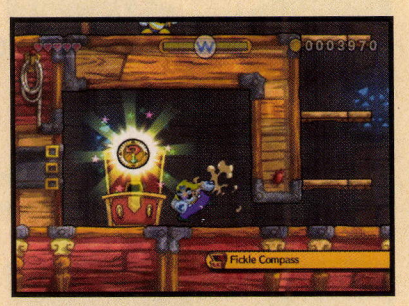
A steep slope here causes Wario to slide along on his belly and smash through the stone blocks ahead. Butt stomp through the next pair of stone blocks to proceed.

Area 11

Tricky Treasure



The next area sports a treasure chest, but the stone blocks near it are too small to dash through. To get the chest, jump onto the slope to the right to make Wario slide on his belly as you did before. Wario's momentum carries him right through the stone blocks, smashing them to bits.



Dust off and dash into the large treasure chest to nab this stage's third and final treasure: a fickle compass!

Fickle Compass

TIP

Use an Earthshake Punch to stun the yellow sword-wielding Buccanero that patrols nearby, then dash into the Buccanero to defeat it while it's dazed.

Area 12

Upset Stomach

A Bandinero in the next area looks to be in pretty rough shape. Grab the little guy and give him a jostle to shake out a big clove of garlic. Looks like he ate too much!

Missions

Treasure

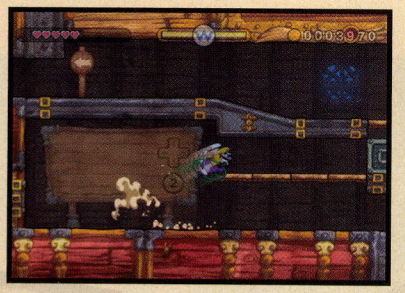
NOTE

Average-size garlic cloves restore one of Wario's hearts. Big cloves of garlic like this one can restore up to three! Stun and shake enemies for garlic whenever Wario's hearts are low.

Area 13

Return of the Max

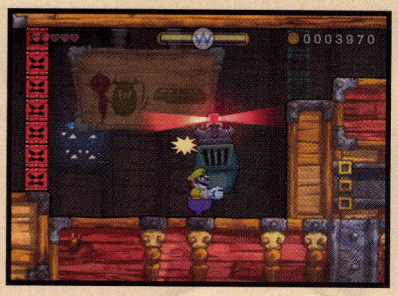
Another Max Fastosity Dasherator awaits Wario here. Climb into the device and use it to smash through the row of iron blocks ahead.



After clearing the first row of iron blocks, press ✚ to change direction with a skid, then quickly press ② to leap up and continue dashing through the second row of iron blocks above. This maneuver is tricky; it'll probably take a few tries to get it right!

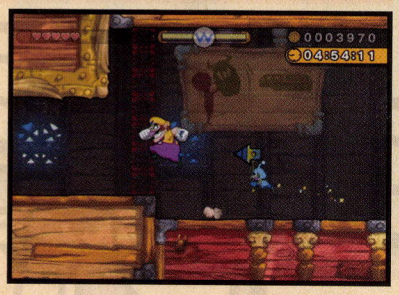
Area 14

Merfle Cage



At last, you've discovered the trapped Merfle. Time for a rare act of heroism! Touch the Merfle's cage to grab it, then shake the Wii Remote to shake the cage and bust the little fellow out.

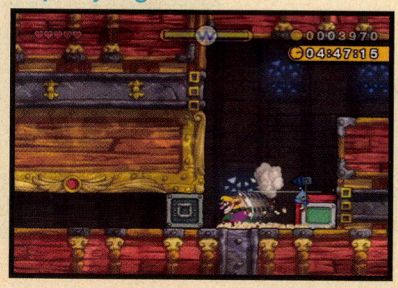
Escape Run



Alert! An alarm sounds when you grab the Merfle cage, and a timer appears at your screen's upper-right corner. You must escape to the starting gate before time runs out!

NOTE

Once freed, Merfles follow Wario around, holding a sign that points toward the starting gate. This helps if you get lost!



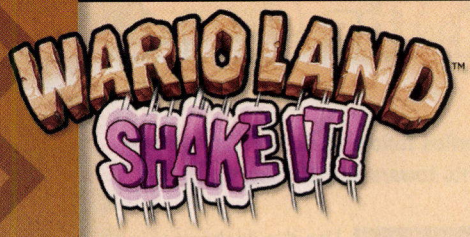
Use the dasherator in the next area to smash through the nearby iron block at top speed.

As you tear through the long stretch that follows, jump to snag the coins in the air. The starting gate is close by and you've got loads of time; take time to fill Wario's pockets and make him happy (or at least less grumpy).

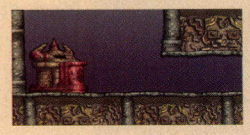
Dash into the starting gate to escape with your loot and the Merfle you've saved. Well done! You've completed your first level in true Wario style.

NOTE

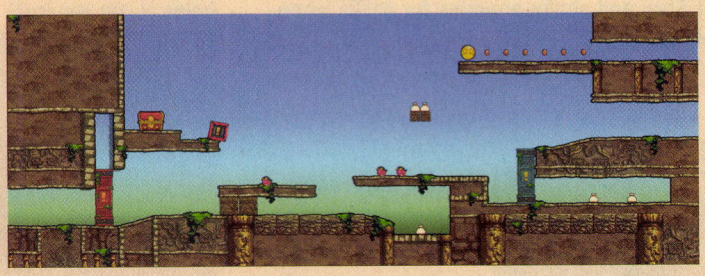
Clearing all of a stage's missions unlocks the level's background music at Wario's workshop. You can review all of the treasures you've collected at the workshop as well. Clear every mission from every stage and find all treasures in the game to unlock some neat stuff! Please see the "Secrets" chapter for details.



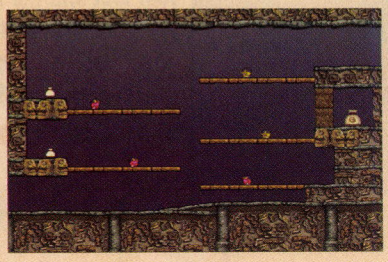
Start/Finish



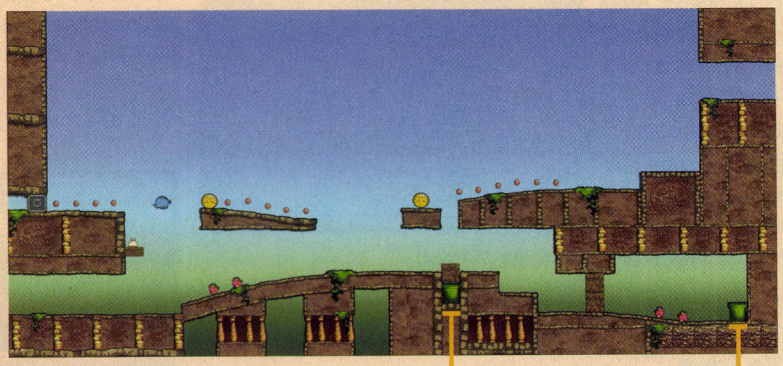
Area 1

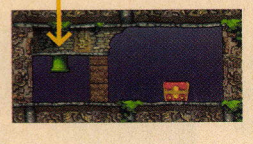


Area 2

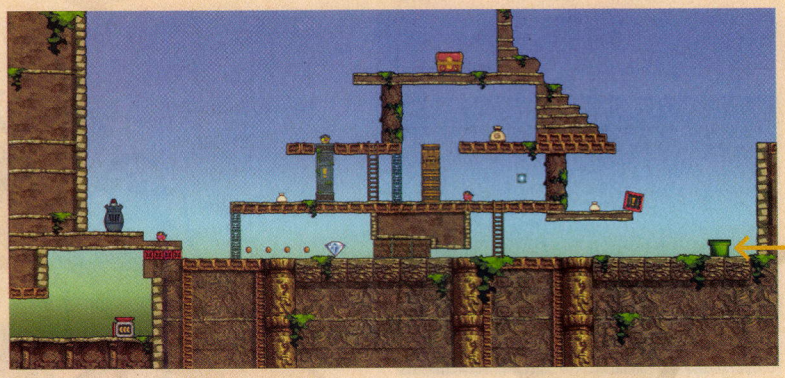


Area 3





Area 4



Missions

Treasure

Stonecarving City

Stage Overview

As it was aboard the *Sweet Stuff*, the challenge level is low here at Stonecarving City. You can collect all of the level's treasures and satisfy all of its missions in one go if you're good! We'll show you just how to do that.

Missions

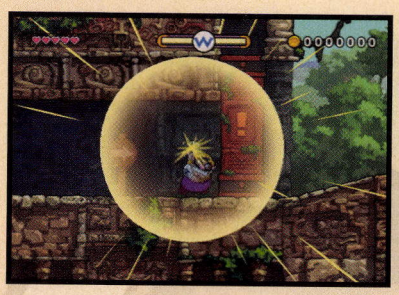
- Finish before the clock hits 2:00:00
- Collect 25,000 coins
- Jump off three Bandineros' heads in a row

Treasure

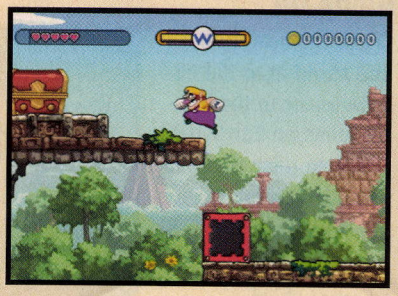
Stone Coin
Full-Body Goggles
Crystal Skull

Area 1

Familiar Pillars

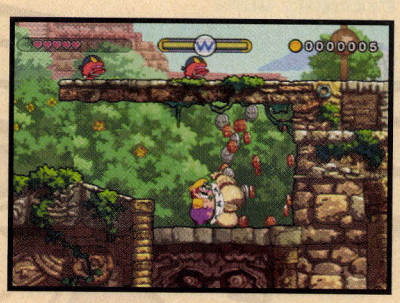


It doesn't take long for Wario to encounter his first obstacle: an up/down pillar. Stand near the pillar and shake the Wii Remote to pound the ground with an Earthshake Punch. The pillar rises—hurry past!



Just past the up/down pillar, use another Earthshake Punch to knock down a teetering block from a high platform. After the block lands, use it as a step to help you reach the treasure chest on the platform above.

Stone Coin



Pick up and shake the coin bag in the nook to the right for some quick coinage. The nook's low ceiling keeps all those coins from flying away!

Stun one of the Bandineros on the ledge above the nook, then grab the dazed Bandinero and press and hold ①. Take aim at one of the two overhead stone blocks and release ① to toss the Bandinero at it. Pow! The block smashes and the coin bag that sat atop it falls to the ground. Repeat this process with the other block to bring down the other coin bag.

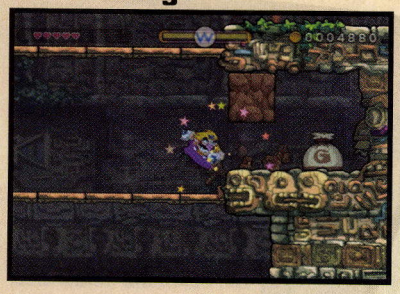
TIP

Carry the coin bags down to the nook and shake them there to prevent their coins from flying all over.

Don't flee the scene just yet: Use an Earthshake Punch to raise the up/down pillar to the right, then shake out the two coin bags beyond for even more loot.

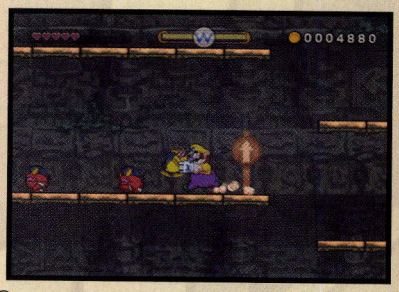
Area 2

More Coinage



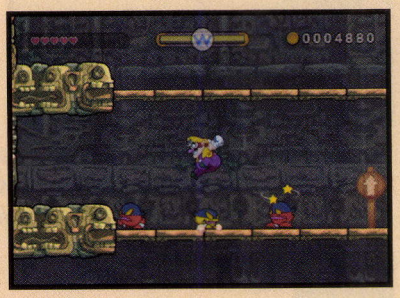
A couple of coin bags are within easy reach as you scale the next set of ledges. Press ① to dash and smash the stone blocks to the right to claim the big coin bag beyond.

Triple Bounce



With all the Bandineros around here, this is a perfect spot to set up a triple Bandinero bounce! Stun the little goons so you can pick them up, then carry them onto any platform. Tap ✚ to set them down safely—don't hold ① or you'll throw them too hard!

After setting up three Bandineros, wait until they're no longer stunned, then jump and hold ② to bounce off their heads. Leap off three Bandineros' heads without touching the ground to complete your first mission on this stage!



Jump off three Bandineros' heads in a row

Area 3

Another coin bag sits atop a pair of small stone blocks in this area. Toss a nearby Bandinero at the blocks to bring down the bag, then shake out that loot!

CAUTION

Don't hurl a Bandinero into the coin bag or you'll destroy it!

Smash the stone block that's plugging up a nearby warp pipe, then squeeze through. Dash through more stone blocks in the small area below to claim your second treasure!

Full-Body Goggles

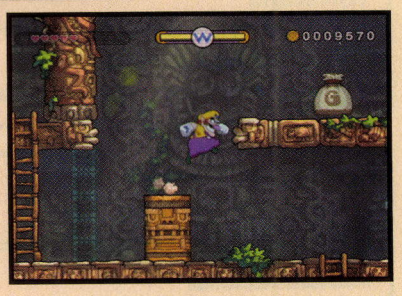
Area 4

Pyramid Playhouse

Reach your first coin bag in this area by unleashing an Earthshake Punch to knock down a teetering block. After the block lands, use it as a step to reach the coin bag on the ledge above.

Climb a ladder and jump into the blue block above to activate the checkpoint. Now if you run out of hearts or choose to retry the level, you'll start from this point!

Dash into the golden pillar to the left until only the top portion remains. Then leap from the pillar's top to reach a big coin bag on the nearby ledge!



CAUTION

Don't use an Earthshake Punch to topple the golden pillar. If you do, the whole thing comes crashing down, and you can't use it to reach the big coin bag!

Naturally, I toppled the golden pillar with an Earthshake Punch on my first playthrough. D'oh! This didn't deter me from reaching the big coin bag, however: I snagged a nearby jumping Bandinero, placed it near the ledge, then bounced off its head as it hopped upward to reach the coin bag. This took forever to accomplish, though; dashing into the pillar is definitely the best way to go!

Going Up

Climb the next ladder and stand atop the up/down pillar to the left. Let loose an Earthshake Punch to raise the pillar with Wario atop! Leap from the raised pillar to reach this stage's final treasure chest.

Crystal Skull

Precious Gem

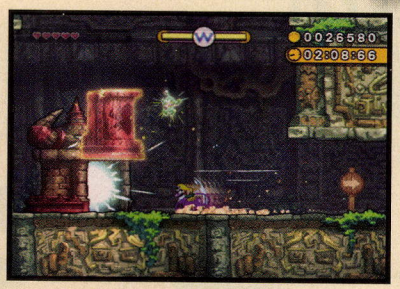
Drop to the bottom of the area once more and follow a trail of bronze coins toward a huge diamond. Grab that bad boy for a whopping 10,000 coins!

Missions

Treasure

Merfle Cage

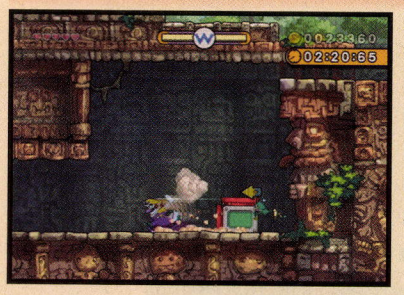
The Merfle cage is just to the left. When you're ready to go, shake the cage to free the Merfle, sound the alarm, and start the timer.



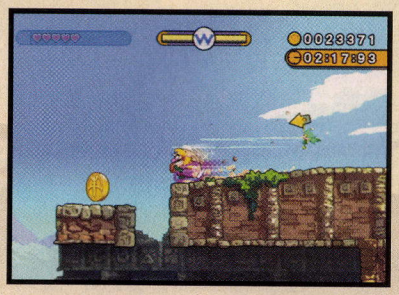
There's nothing else to dodge as you dash toward the starting gate. Hurry through to beat the time challenge!

Finish before the clock hits 2:00:00

Escape Run



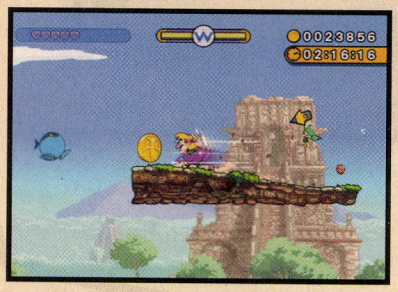
Time to get going! Crawl through the narrow passage below to locate a Max Fastosity Dasherator. Squeeze into the device to get shot out at top speed!



Don't jump the first tiny gap in the trail; dash right over it and claim the big gold coin instead. Jump as soon as you collect that coin, however, to clear the next wide gap and continue running along the high trail.

TIP

If you happen to fall, consider retrying from the checkpoint. We won't tell!



Jump the moment you nab the second big gold coin, then dash straight through the iron block ahead.

If you've been careful with your coin bags, collecting this third big gold coin ensures you've found enough coinage to satisfy your mission objective. Nice work!

Collect 25,000 coins

Whoopsy Desert

Stage Overview

This is the first stage in which more than one playthrough is required (assuming you wish to clear all of its missions and claim all three treasures). Follow our lead carefully and you won't miss a thing!

Missions

- Finish before the clock hits 1:50:00
- Collect 30,000 coins
- Destroy all bomb blocks

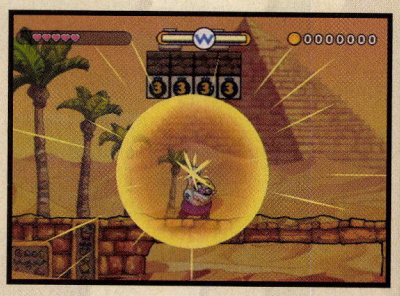
Treasure

- Cheese Pyramid
- Liquid Giggles
- Ancient Digital Watch

Area 1

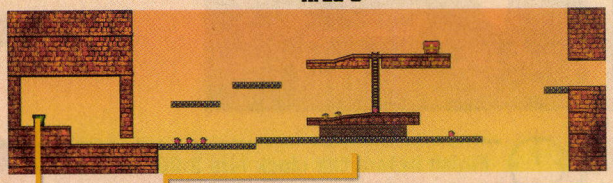
Beware of Bomb Blocks

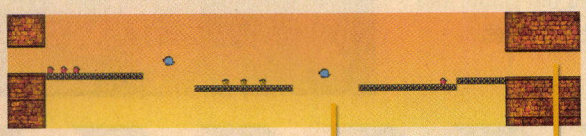
First things first: There are coin bags to claim here! Stand beneath the row of bomb blocks and unleash an Earthshake Punch to set them all off at once. When the bomb blocks blow, two coin bags fall to the ground.

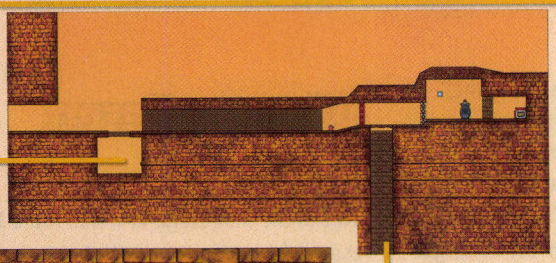


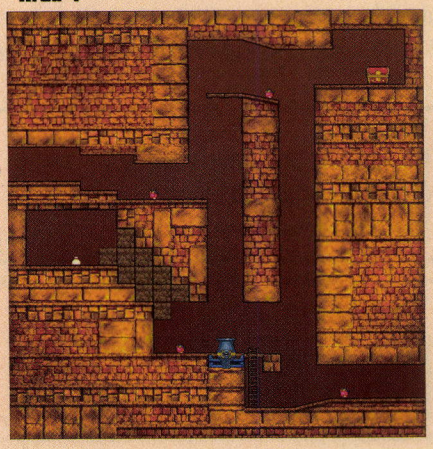
Touch one of the bomb blocks to the right to start its timer, then run away. The block soon blows, destroying the iron block above.

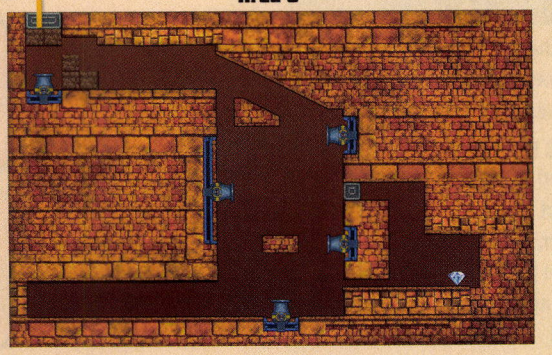
WARIO LAND™ SHAKE IT!

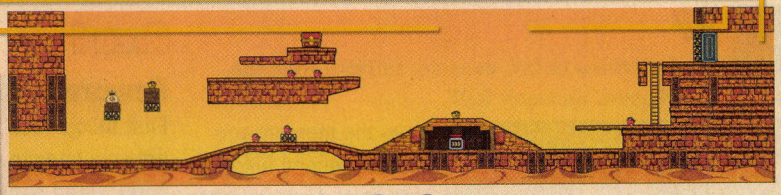


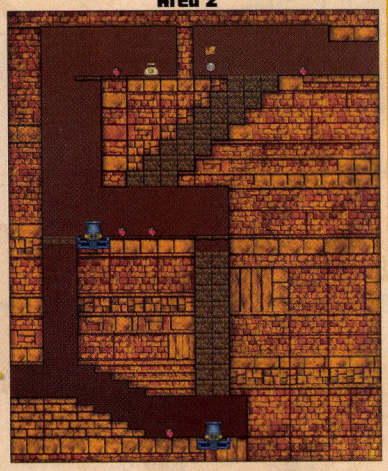






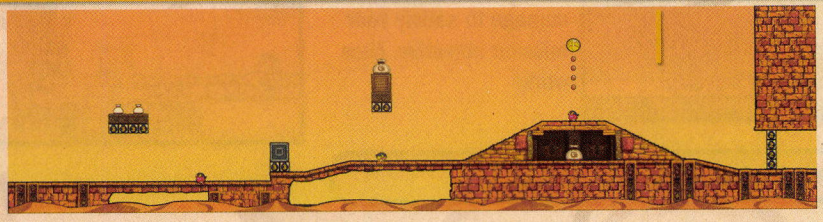


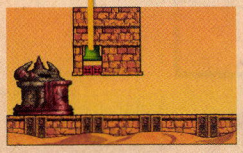




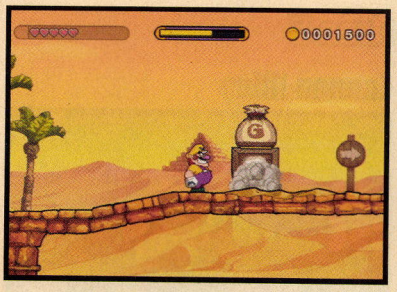
Missions

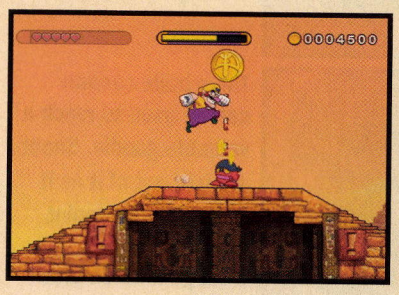
Treasure



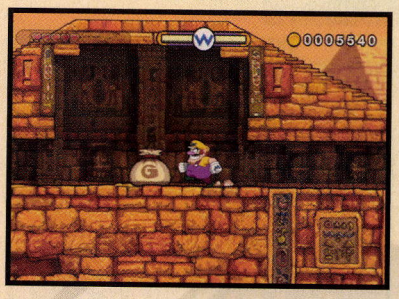


Perform another Earthshake Punch to detonate some more floating bomb blocks. This brings down a wooden box that's carrying a big coin bag. Shake out those coins somewhere safe so that you don't lose any.





Scale the steps of the pyramid to the right, then let loose another Earthshake Punch. The force of the punch causes the pyramid to rise, letting you leap up and grab a big gold coin.

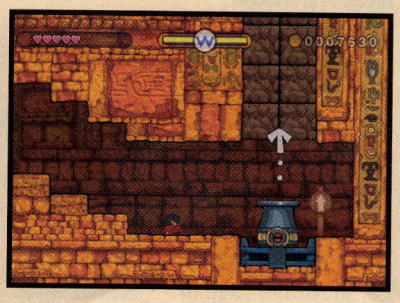


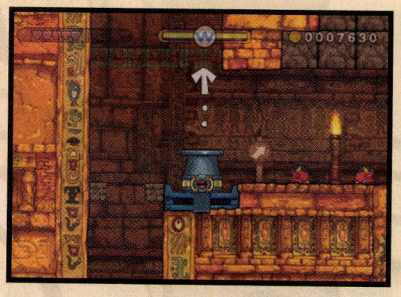
Hurry down the pyramid's steps and sprint inside before it collapses. Shake coins from the big coin bag inside the pyramid, then employ another Earthshake Punch so you can exit the pyramid.

Area 2

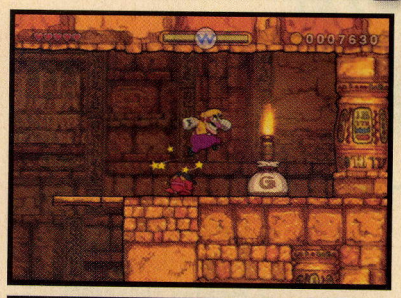
Fun with Cannons

Wario discovers a functional cannon in this area. Jump atop the cannon and press ✚ to squeeze inside. Tilt the Wii Remote so that you're aiming straight up, then press ② to launch Wario through the blocks above at extreme speed!

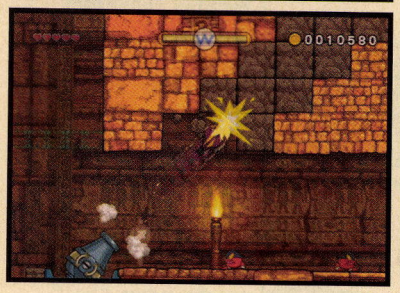




Wario lands on a higher level, none the worse for wear. Crawl into another cannon to the left and launch Wario straight up a second time.



Hey, there's a big coin bag up here! Shake loose those coins, then return to the second cannon.



This time, tilt your Wii Remote to the right, so that Wario's flight path lines up with the nearby signpost. Launch Wario through the stone blocks above.

TIP

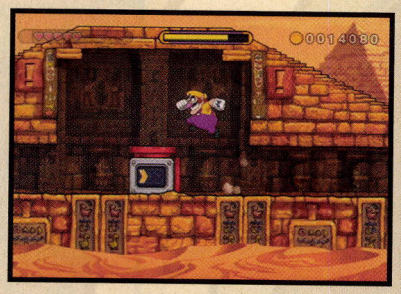
Don't miss the big silver coin on the ledge past the blocks!

Area 3

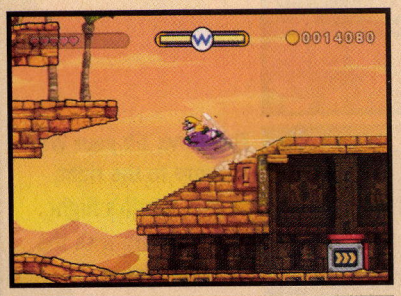
Mad Dash for Treasure

More bomb blocks are keeping coins out of your reach in this area. Pull off an Earthshake Punch to blast the blocks, bringing a big coin bag down to your level.

A treasure chest sits on a high ledge, but getting up there won't be easy. Begin by Earthshake Punching the ground to raise the nearby pyramid. This grants you access to a Max Fastosity Dasherator!



Climb into the dasherator so that it spits you out at top speed. After exiting the pyramid, immediately press ✚+② to change direction and leap onto the pyramid's steps.



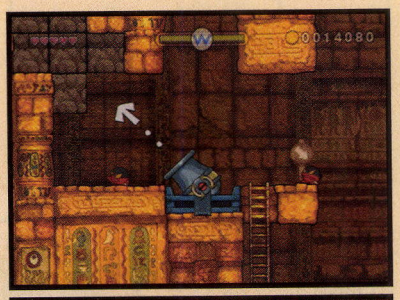
Now leap up and onto the ledge to the left. Be sure to do so before the pyramid collapses!

Made it! Continue dashing to the end of the platform, then quickly press ✚+② to change directions and leap up toward the treasure chest. What a run!

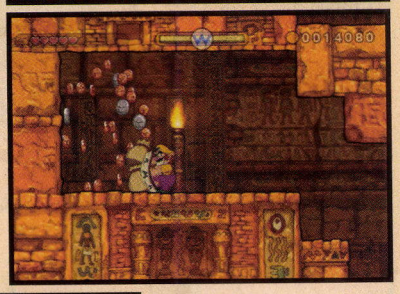
Cheese Pyramid

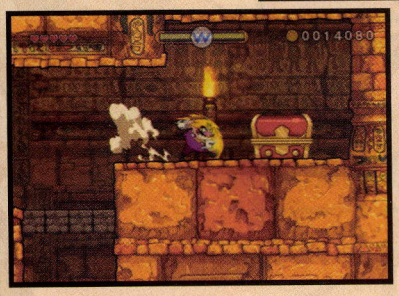
Area 4

Wario finds another cannon in this area. Shimmy in and launch Wario to the left so that he smashes through the row of stone blocks.



Wario lands right near a coin bag. Happy day! Shake loose those coins before returning to the cannon.



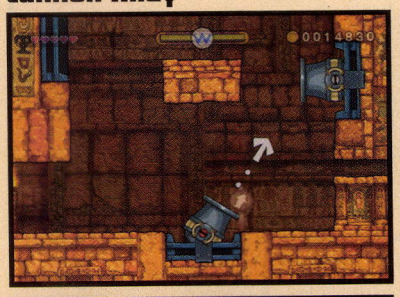


Now use the cannon to propel our portly anti-hero straight up. Dash into the treasure chest you find on the high ledge to claim another valuable prize.

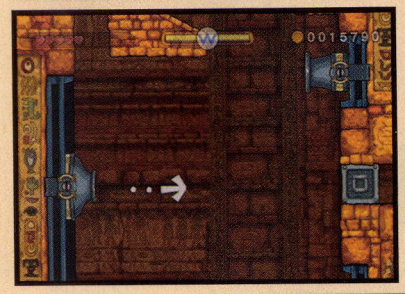
Liquid Giggles

Area 5

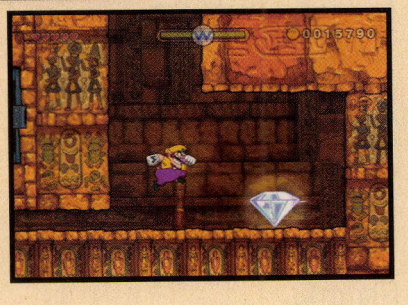
Cannon Alley



There are more cannons in this area, and Wario must make good use of them to advance. Launch from one cannon to the next, heading steadily upward.



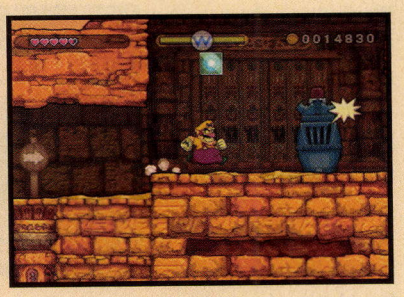
The mobile cannon can be used to reach a valuable goodie. Shoot straight out of it as it passes the midpoint, aiming to smash through the iron block in the far wall.



Wario crashes through the iron block and lands in a secret area, where a precious diamond awaits. Cha-ching! Return to the cannons and use them to reach the next area.

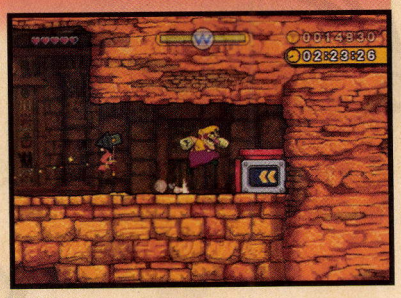
Area 6

Merfle Cage



Nice work; you've reached the Merfle cage. The escape run will be tricky, so make sure to whack the nearby checkpoint block to save your progress. When you're ready to go, shake the cage to free the little Merfle.

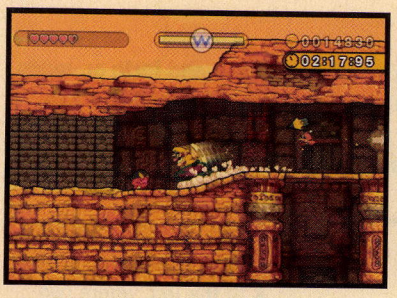
Escape Run



The moment you sound the alarm, a massive stone head shakes loose and begins tumbling along the path above you. There's no time to lose! Smash through the blocks to the right to reveal a nook with a dasherator.

Missions

Treasure

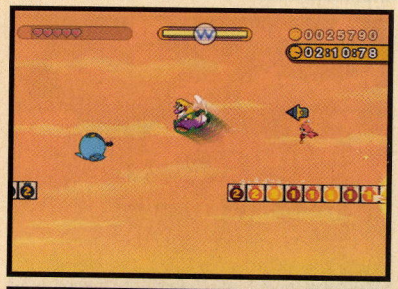


You've got to outrun that rolling head! Jump as you near the mass of stone blocks here to smash through the upper rows. Wario nabs several big gold coins as he smashes through!

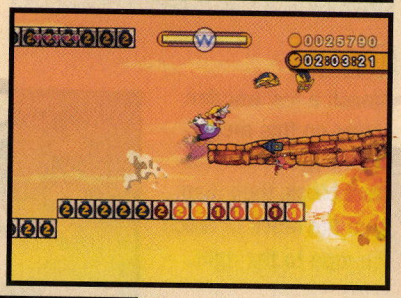
NOTE

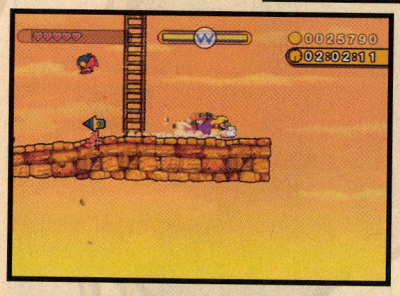
If you fail to outrun the boulder, you can take a slower escape route by smashing through the stones in the floor. Or just pause and retry from the checkpoint.

Have no fear as you dash along the rows of bomb blocks here—they won't hurt you as long as you don't slow down. Simply leap the gaps you encounter as you speed along.



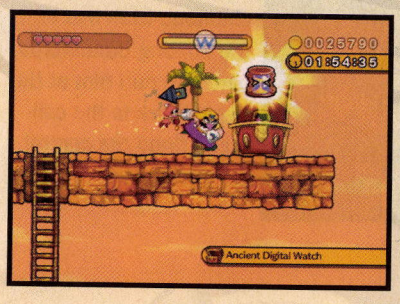
After smashing through a row of stone blocks, quickly press ✚+② to change direction and leap onto the ledge above.





The moment you land on the ledge, immediately hold ✚ to make Wario slide to a halt. You don't want to fall off the other side!

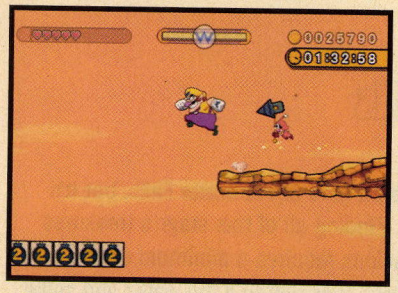
OK, I admit it: I fell from this ledge about a half dozen times before I realized that sliding would stop Wario from dashing. See what I mean? Just because a game's mechanics are simple doesn't mean its puzzles can't stump you!



With your dashing at an end, climb the nearby ladder to reach a higher ledge with a treasure chest. Ram into the chest to claim the last treasure from this stage.

Ancient Digital Watch

Besting the Bomb Blocks

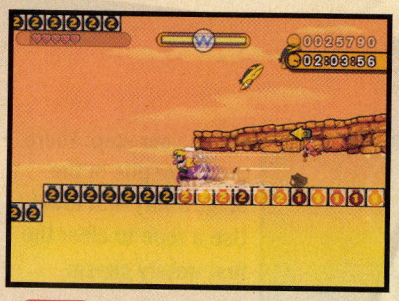


With your prize all tucked away, run and jump off the left side of the ledge, aiming to land on the row of bomb blocks to the left. Sprint across this row of blocks and the next row ahead, setting them all off. If you haven't missed a bomb block up to this point, then you've just completed a mission!

Destroy all bomb blocks

You're home free; climb into the nearby warp pipe to plop out right next to the starting gate. Head through to complete the level with all treasures found and all bomb blocks detonated.

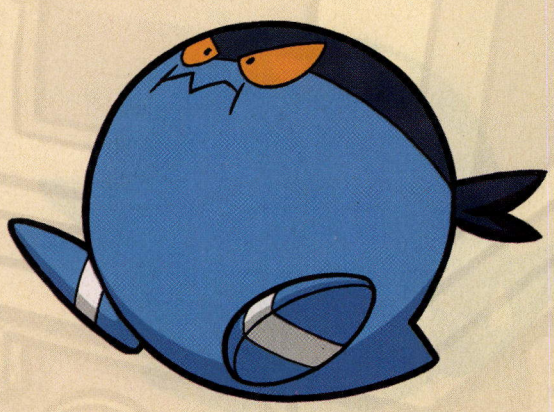
Clearing the Time Trial



To finish within the time limit on this level, you need to keep dashing. Run and leap along the rows of bomb blocks, but don't change directions. Just keep on trucking toward that starting gate!

Finish before the clock hits 1:50:00

Collect 30,000 coins



TIP

Press ✚ and ✚ to swing back and forth on ropes. Press ✚ and ✚ to climb and descend. You can hold ✚ to descend to a rope's lowest point without falling off—just don't hold the button too long!

Foulwater Falls

Stage Overview

The challenge ramps up a bit here at Foulwater Falls, but it's nothing you can't handle. Finding all of this stage's treasures and clearing all of its missions requires a minimum of two playthroughs, so don't stress over avoiding the water and spike pits during your initial run. Take your time and explore the stage thoroughly; meeting those goals is much easier once you're familiar with the level!

Missions

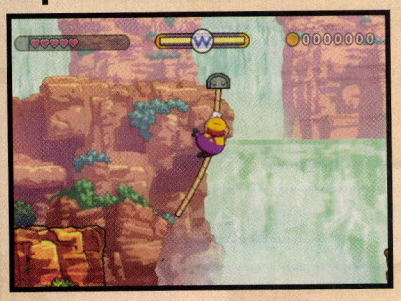
- Finish before the clock hits 1:45:00
- Beat the stage without taking damage
- Collect 30,000 coins
- Beat the stage without falling into the water

Treasure

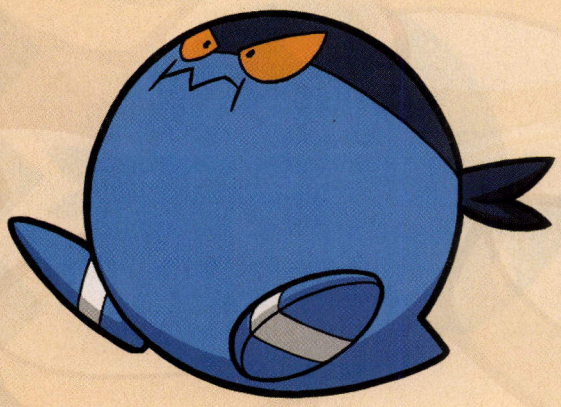
Recyclable Bottle
Silver Armor
The Key to My Heart

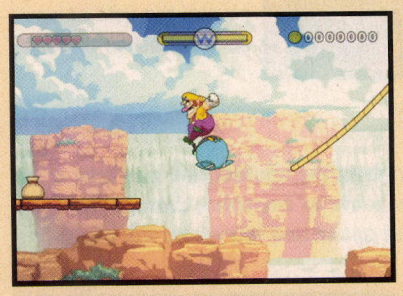
Area 1

Ropes and Water

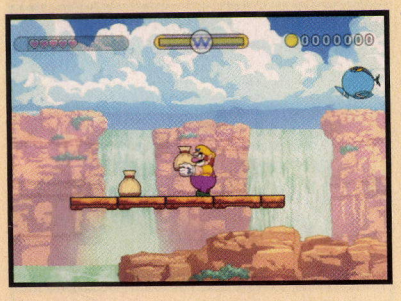


Watch your step: There are water pits in the stage's very first area! Use a rope to clear the first watery chasm.





Use the area's second rope to reach a platform to the left, where two coin bags are located.



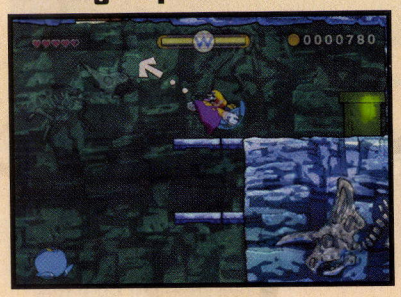
There's really no great place to shake these coin bags out in this area, so don't worry if a few coins get away from you. There's plenty more where this came from!

Area 2

Smash a few wooden crates on this area's high ledge to lower a steel block, then leap from the block to reach the rope to the right.

A signpost tells you to go right, but ignore it for now and make your way left instead. Swing from one rope to the next to discover a warp pipe on a high ledge.

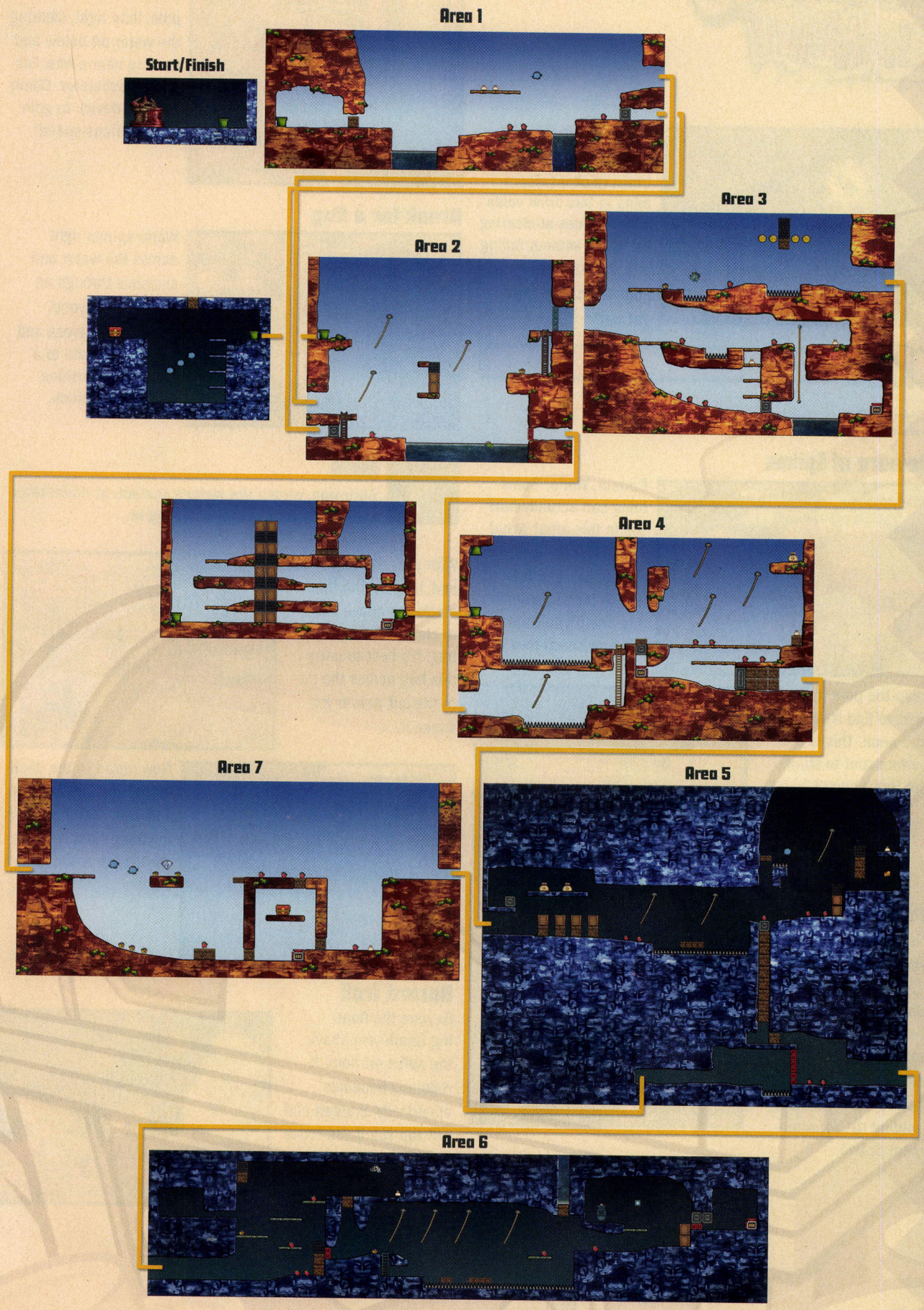
Making a Splash

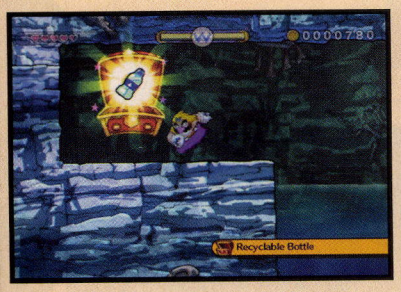


Plunge into the pipe to reach this dank chamber. Stun one of the floating Bandineros here and hurl him at the stone block in the ceiling to flood the central pit with water.

Missions

Treasure


Start/Finish
Area 1
Area 2
Area 3
Area 4
Area 5
Area 6
Area 7

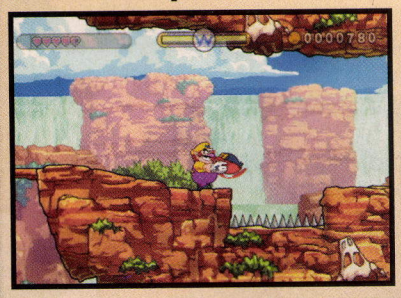


With water in the pit, you can swim over to a treasure chest. Swimming in this drink voids your chances at clearing the stage without falling into the water, but hey, sometimes you gotta get wet!

Recyclable Bottle

Area 3

Beware of Spikes

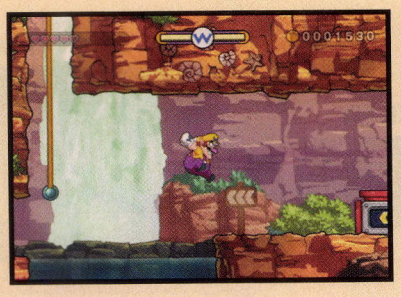


Careful, Wario: Something can actually *hurt* you in this area! Avoid the spike pits here like the plague, and feel free to toss a Bandinero into one if you want to see how sharp they are.

Leap the pole to the right to find a coin bag in a nook. This is a perfect spot to shake out those coins!

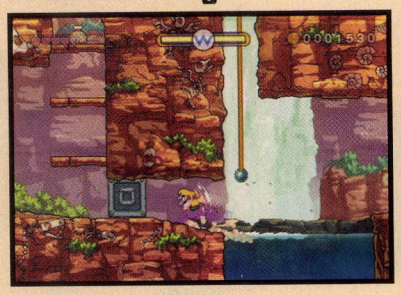
Pole Position

Now grab onto the pole you passed and hold ✚ to slide all the way down. As with ropes, Wario automatically stops short when he reaches the end of the pole, even if you keep holding ✚ for a moment or two.



From the base of the pole, leap right, clearing the water pit below and landing near a Max Fastosity Dasherator. Climb into the device to gain some serious speed!

Break for a Bag

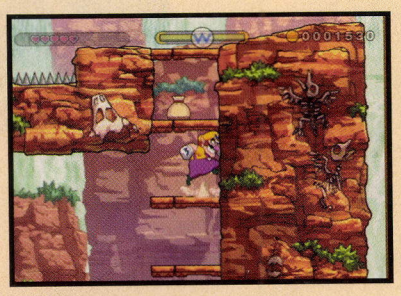


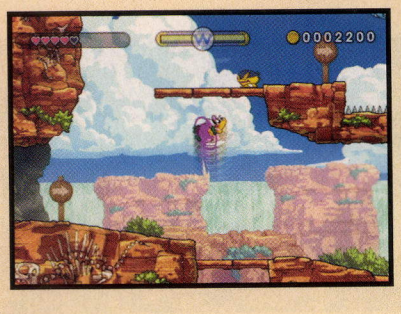
Wario sprints right across the water and smashes through an iron block beyond. Immediately press and hold ✚ to slide to a halt after smashing through the block.

NOTE

Sprinting across the water's surface at dasherator speeds doesn't count as falling in.

With your dashing at an end, leap up the thin platforms above you to claim another coin bag. It's best to carry this bag across the pit to the left before you shake it.

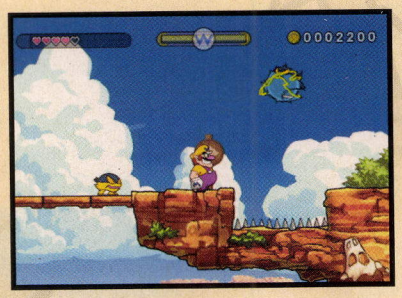




Now return to the dasherator and climb inside. This time, don't stop for anything—just keep on dashing to reach a high path.

Hazard Trail

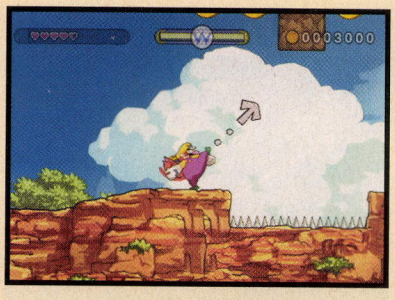
Beware the floating Bandinero above the spike pit here: It regularly becomes electrically charged and will zap you if you touch it. Wait for the sparks to fizzle out, then leap across.



Missions

Treasure

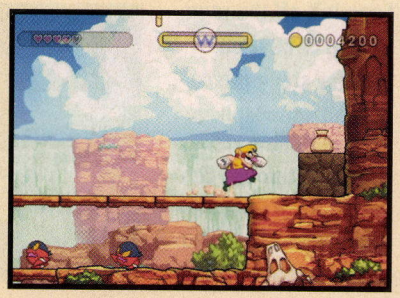
Gold coins hover high above the next spike pit. To get them, stun and grab a nearby enemy, then toss the goon at the stone block between the coins. This causes a pair of steel blocks to fall; use them to reach the coins.

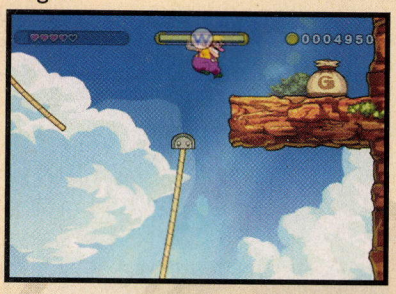


Area 4

Ropes and Coins

Swing on a rope and climb a ladder in this area, then head right to find a coin bag sitting on a lone stone block. Use the nearby ropes afterward to gain some height.





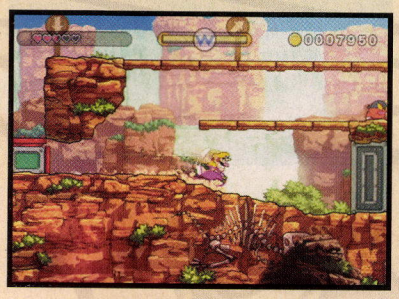
You can reach a big coin bag on a high ledge if you swing from the top rope. It's a big jump, so make sure to build some momentum before you leap.

TIP

Bring the big coin bag down to the ground and shake it in a corner so you don't lose any cash.

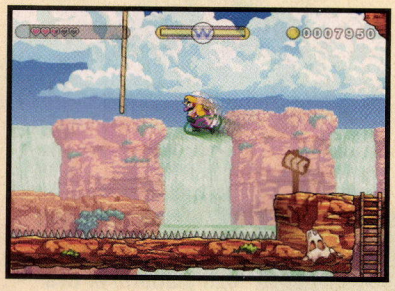
Return to the top rope, and this time, swing to the ledge on the left. From there, jump and press ✚ to perform a super butt stomp that carries you through the iron block that's stuck in the ground below.

Dasherator Action

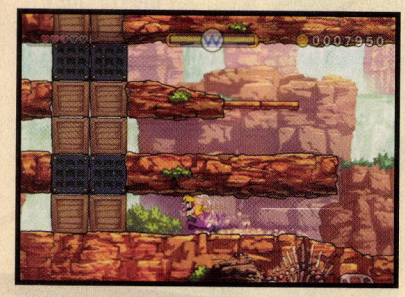


Wario's butt-stomping lands him directly atop a dasherator. Use the device to smash through the tall iron block to the right so you can reach the next area—but don't go there just yet!

Hit ✚ to change directions after you bust through the block, then press ✚+② to dash-leap onto the trail above. Quickly hit ✚+② afterward to change direction and hop up to a higher trail, dashing all the while.



Speed along until you reach a spike pit, then hit ② to leap across. Wario grabs hold of a dangling rope in midair; use it to reach a high platform to the left, where a warp pipe awaits.



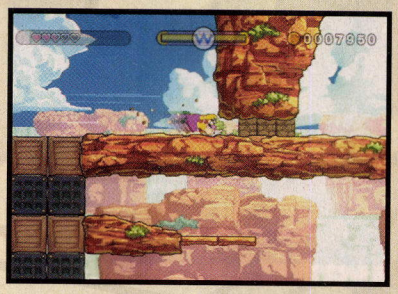
The warp pipe leads to a treasure chest that's easy to see but not so easy to reach. Begin by using the dasherator to smash through the wooden crates to the left.

NOTE

Steel blocks like the ones you see here cannot be destroyed, even by slamming into them at dasherator speeds.

After crashing through the crates, hit ✚+② to leap onto the path above. Smash through the next pair of wooden crates, then repeat this process until you reach the highest trail.

As you sprint toward the top trail's row of tiny stone blocks, press and hold ✚ to drop into a belly-slide. Wario powers through the blocks, arriving at the treasure chest at last. Nice work!

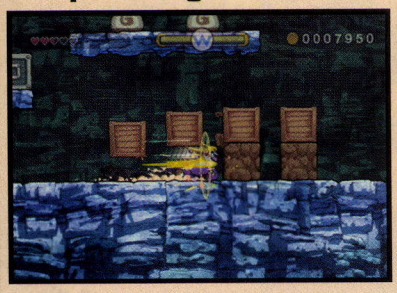


Silver Armor

WARIO LAND SHAKE IT!

Area 5

Tricky Coin Bags

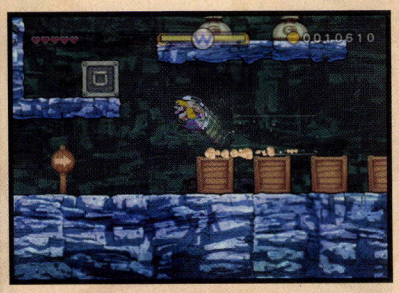


Two big coin bags are clearly visible on a high platform in this area, but they're quite difficult to reach. First, use the dasherator from the previous area to blast through the stone blocks here, causing the wooden crates above them to fall to the ground.

After busting through the last stone block, change directions and leap so that Wario continues dashing on top of the crates. Don't worry; he won't fall in the little gaps between them—his feet are too big!

NOTE

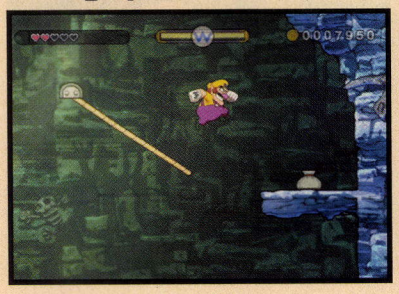
Wooden crates respawn, so don't worry if you accidentally destroy some of the ones here. Simply leave the area and return to reset them.



Jump from the final crate to send Wario speeding through the iron block on the ledge above. Nice work! Now you can get at those big bags.

For the life of me, I couldn't understand how to reach those big coin bags. I mean they're sitting *right there*, but I just couldn't get to them! I tried everything I could think of until I somehow started dashing along the tops of the crates. What a head-scratcher!

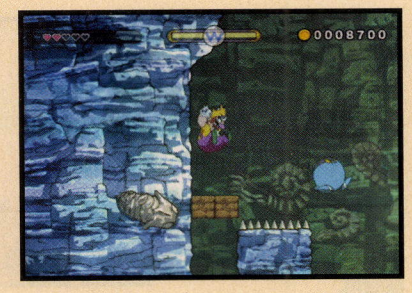
Setting Up for a Fall



Cross the spike pit to the right and locate a smaller coin bag that awaits shaking on a high ledge. Use the steel blocks and overhead rope to reach the ledge and claim your loot.

Taking the Fall

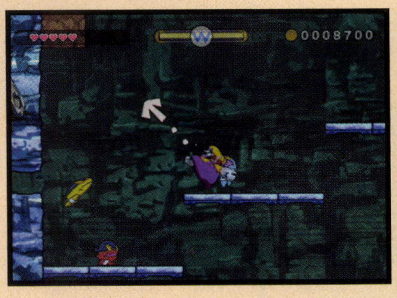
Leap left off the rope, aiming to land on two tiny stone blocks beyond some spikes. Perform a butt stomp to smash through the blocks, then immediately press ✚ as you fall to execute a super butt stomp.



The force of Wario's super butt stomp sends him bashing through the iron block that's stuck in the ground below. What a rush!

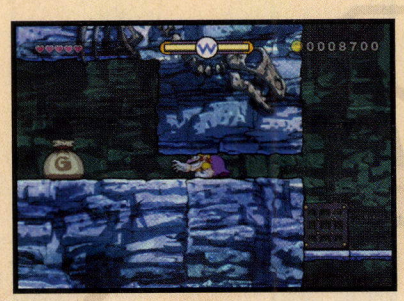
Area 6

More Baggage



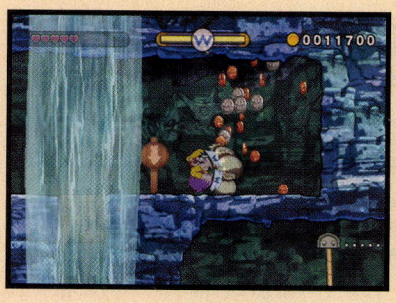
Stun, grab, and hurl one of this area's goons at the stone block that's high up on the left wall. The block breaks on impact, causing the steel block that was sitting on it to fall to the ground.

Jump onto the steel block, then press and hold ✚ to crouch. While crouching, press ② to perform a belly-hop, then hold ✚ to crawl into the narrow opening in the wall. A big bag of coins awaits you in the nook beyond!



Missions

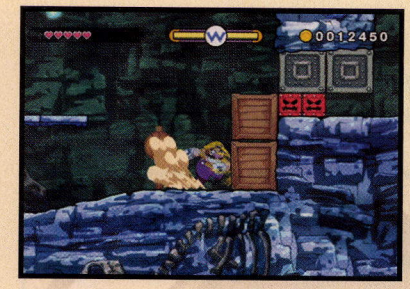
Treasure



Shake the smaller coin bag near the waterfall for loot, then stand in the middle of the waterfall and perform a butt stomp to smash through the stone block in the ground.

Escape Prep

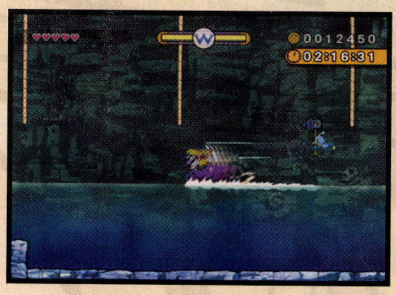
Swing on some ropes to reach this ledge, where a lone Bandinero stands watch. Stun the little creep and toss him at the stone block in the ceiling to flood the spike pit beneath you with water. This will soon come in handy!



You've reached the stage's trapped Merfle. Smash *only one* of the two stacked wooden crates to the right of the cage, then hit the nearby checkpoint to save your progress.

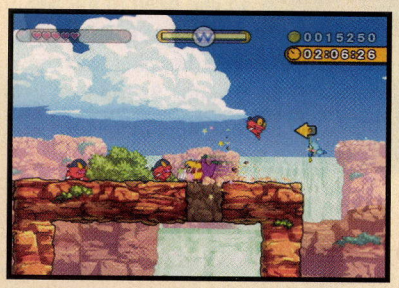
Escape Run

Free the Merfle to start the countdown timer, then leap on top of the wooden crate you spared. Crouch and belly-hop into the narrow passage to the right to discover a hidden dasherator.

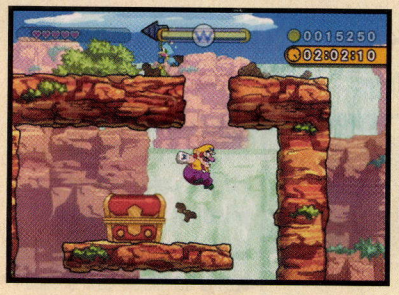


Squeeze into the dasherator to get a move on. Don't jump or change directions as you tear through this area; dash straight across the water's surface without fear of falling in.

Hop the spike pit in the next area to avoid falling in, then keep on dashing.

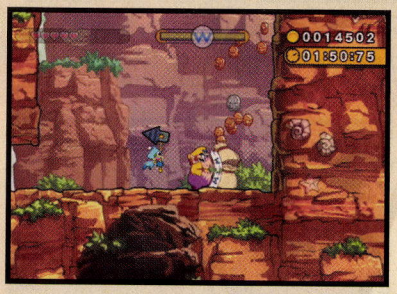


Jump the wide pit in the next area, then immediately press and hold ✚ when you land to slide to a stop.

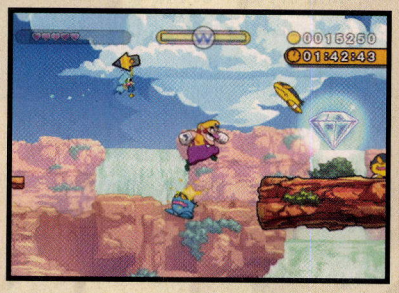


Stand up and perform a butt stomp to smash through the stone block in the ground up here. Wario lands right near the level's third and final treasure—score!

The Key to My Heart

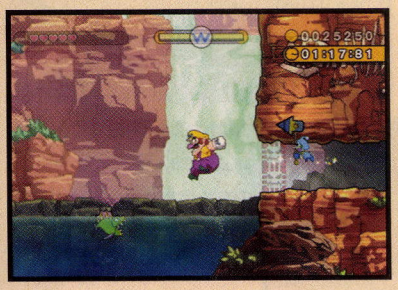


Drop to the ground and smash through the stone block to the right of the dasherator. Find a coin bag beyond the block and shake it for loot.



Now use the dasherator to return topside. Before leaving the area, leap across the floating Bandineros to the right, holding ② to bounce off their heads so you can claim a precious diamond from the nearby platform. If you haven't missed a coin yet, you'll easily have 30K by now!

Collect 30,000 coins

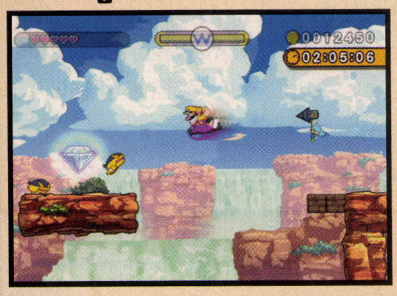


There's no way for you to dash across the water in the next area, so you need to get wet again. Just keep moving right, hopping over the roaming Scarracuda and making for the starting gate.

CAUTION

Unlike most enemies, Scarracudas hurt Wario just by touching him. Make sure you don't touch this one if you haven't taken damage so far!

Clearing the Time Trial



You found all of the treasures and completed the coin collection mission during your first run; now you just need to beat the stage in record time. When going for speed, don't slide to a halt near the final treasure chest; keep right on trucking instead, hopping two gaps in the trail and nabbing the diamond along the way.

Since you're still dashing along, you're able to sprint across the water here without making a splash. Make a little hop onto dry land at the end of the lake, then bash through the iron block that's plugging the path ahead.

Jump as you approach the second rope in the next area, grabbing the rope to avoid falling into the pit below. Swing and leap onto the left ledge, then dash into the warp pipe to reach the starting gate in record time. Pat yourself on the back if you didn't get hit or get wet during this run; you've just cleared all of the stage's missions!

Missions

Treasure

Finish before the clock hits 1:45:00

Beat the stage without taking damage

Beat the stage without falling into the water

Run-Down Pyramid

Stage Overview

The final stage before Ratl Ruins' boss fight, Run-Down Pyramid is a white-knuckle dash through an ancient stone labyrinth. You'll need to make two runs through this stage if you want to complete all objectives. Focus on finding all of the coins and treasure on your first attempt, then go for speed on your second, doing your best not to take damage or break any unibuckets along the way.

NOTE

Although difficult, it is possible to clear all objectives and obtain all treasure in one run. Try it if you want a challenge!

Missions

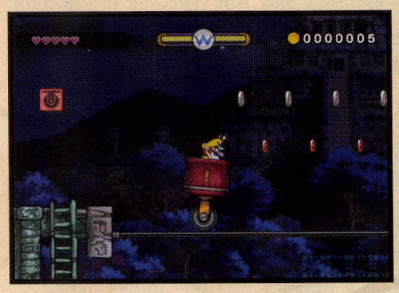
- Finish before the clock hits 2:00:00
- Beat the stage without taking damage
- Collect 36,000 coins
- Don't break any unibuckets

Treasure

Manly Moai
One Heavy Spear
Moonstone

Area 1

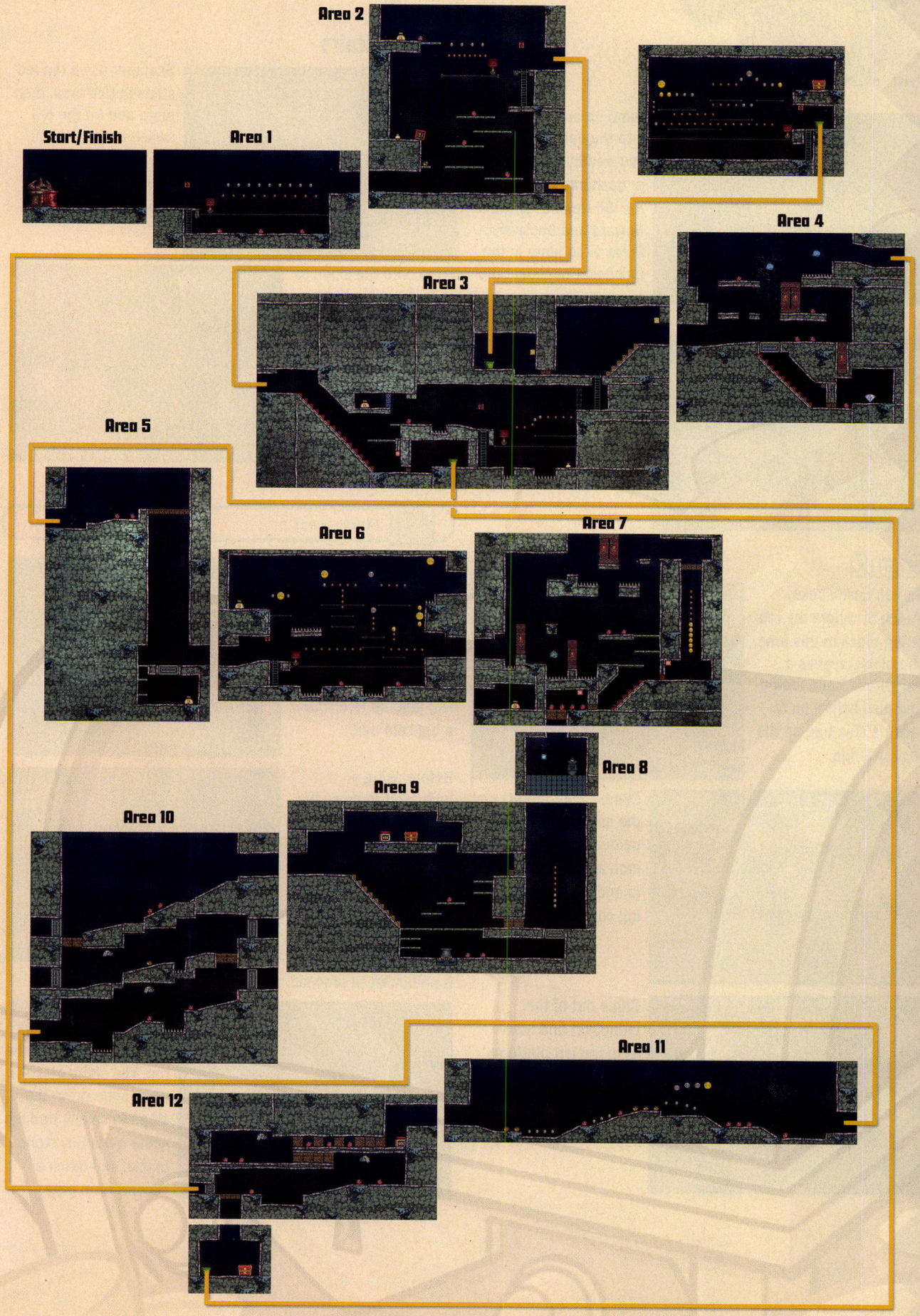
Fun with Unibuckets

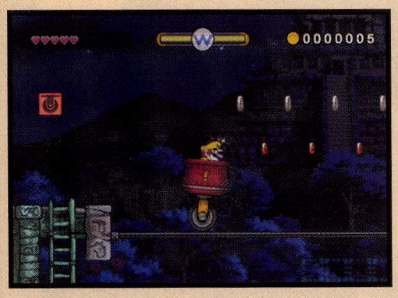


Wario encounters an odd orange block just beyond the starting gate. Hit the block to summon a unibucket on the rail ahead.

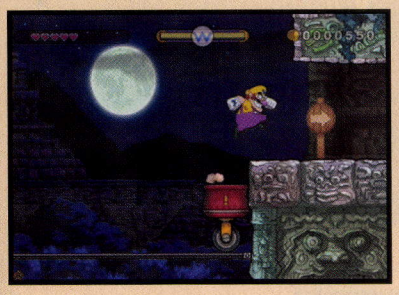
CAUTION

After summoning a unibucket, don't hit the unibucket block again. Doing so will destroy the current unibucket to create a new one, and you want to avoid breaking unibuckets.


Start/Finish
Area 1
Area 2
Area 3
Area 4
Area 5
Area 6
Area 7
Area 8
Area 9
Area 10
Area 11
Area 12



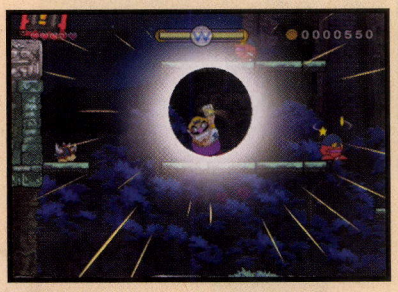
Jump up and climb into the unibucket as you would a warp pipe or dasherator, then tilt the Wii Remote to roll forward and backward. Press ② to jump in the unibucket to collect the overhead coins.

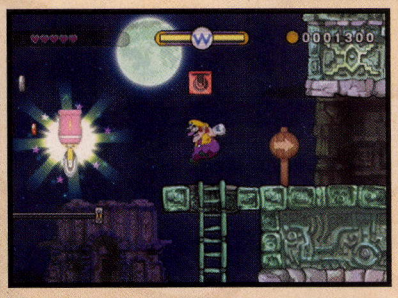


When you reach the end of the rail, press ✚ to climb out of the unibucket, then proceed to the next area.

Area 2

Use an Earthshake Punch to topple the teetering block in this area. The block crushes a dangerous Bumbleprod and also helps you to reach a coin bag on the nearby ledge.



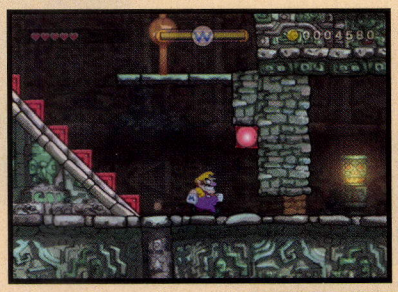


Climb to the top of the area and hit the unibucket block to summon a unibucket. Hop in and roll left, collecting coins as you go.

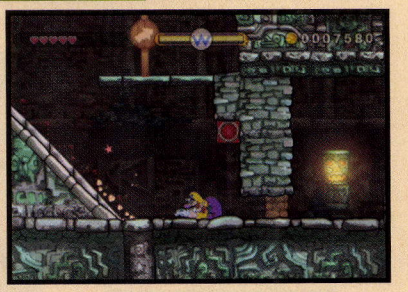
Climb out of the unibucket and leap onto the left platform, where a big coin bag awaits shaking.

Area 3

Slippery Stairs

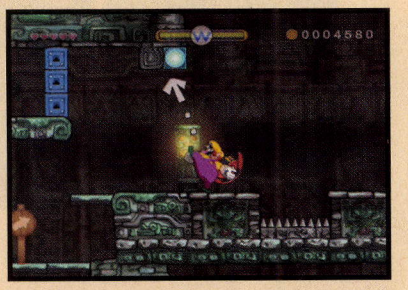


Scamper down the red steps in this area, then jump and hit the red switch at the bottom. The stairs disappear, leaving just a slope behind.

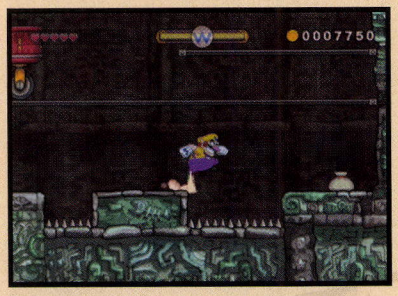


Jump onto the slope to slide down it, smashing through the tiny stone block in the nearby crawlspace and accessing a warp pipe. The pipe leads to a treasure chest! Head back through the warp pipe afterward.

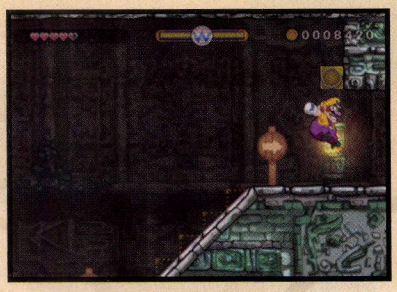
Manly Moai



Stun the Bandinero on a ledge above the red staircase, then toss it at the blue switch on the ceiling. Some blue blocks to the left vanish; leap up to discover a big coin bag.



Before using a unibucket to cross the rail to the right, climb down the nearby ladder and hop across the spike pits to discover a hidden coin bag. After shaking out your loot, climb back up and use a unibucket to proceed.

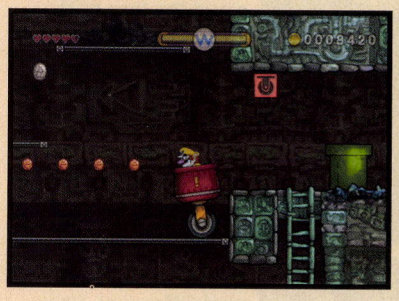


Climb the yellow stairs above and jump to hit the yellow switch at the top. The stairs disappear; slide down the slope to smash through some more tiny stone blocks and reach a second warp pipe.

Missions

Treasure

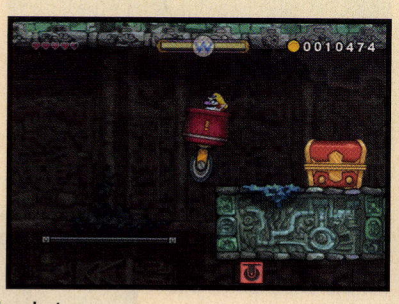
Unibucket Action



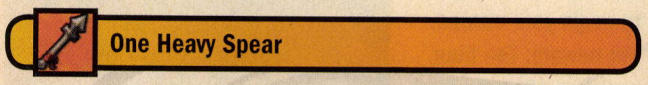
The pipe leads to a room full of coins and unibucket rails. Summon a unibucket and use it to explore the room, collecting every coin you see.

NOTE

Unlike previous unibucket rails, these don't have stoppers. Your unibucket can therefore roll off the rail!



Make your way to the upper rails to discover a chest on a high ledge. It's tough getting to the chest without breaking your unibucket, so don't worry if you do; you can always replay the level after this run to clear it without breaking any unibuckets.



One Heavy Spear

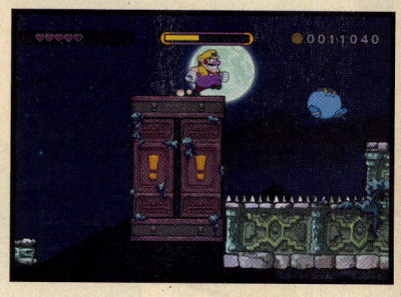
After pocketing your treasure and leaving the warp pipe area, hit the yellow switch near the warp pipe to reset the yellow staircase so you can proceed.

Area 4

Pillar Mania

Use this area's up/down pillars as elevators to help you advance upward. When you reach the top of the double up/down pillar, you're high enough to perform a super butt stomp and smash through the wide iron block in the ground below.

After crashing through the iron block, Wario winds up right next to a prized diamond. Nab it for a quick 10K, then hit the blue switch to create a staircase back to the surface.

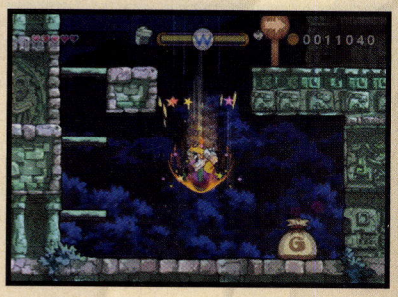


Return to the top of the double up/down pillar, and this time perform an Earthshake Punch to raise it. The added height helps you safely leap the spike pit ahead.

Area 5

Long Drop, Short Stop

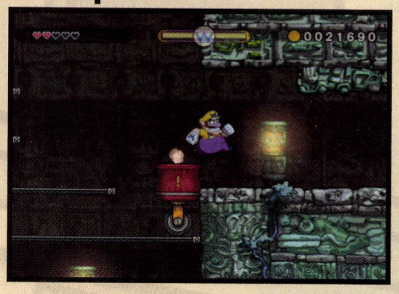
Stand in the middle of the tiny stone blocks in this area, then execute a butt stomp to smash through. As you begin to fall into the unknown, immediately press ✚ to tuck into a super butt stomp.



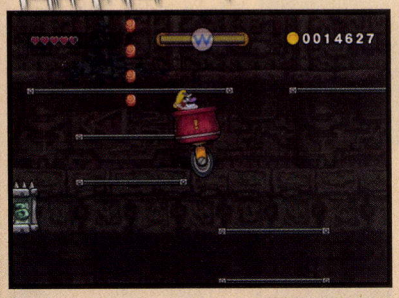
Crash! Wario's supercharged backside smashes straight through an iron block in the ground far below, landing the antihero right next to a big coin bag. Shake out the coinage, then use the little platforms to the right to climb out of the pit.

Area 6

Trial by Unibucket



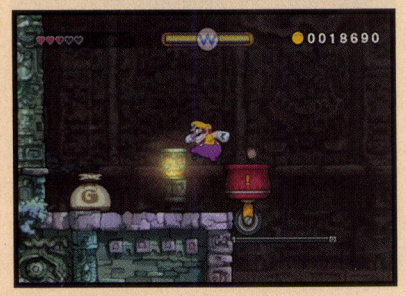
This area features the most dangerous and challenging unibucket course that Run-Down Pyramid has to offer. Begin by rolling directly right and hopping out of your unibucket to discover a big coin bag tucked away in a hidden nook. (This nook is technically part of the next area, but this is the only way to enter it.)

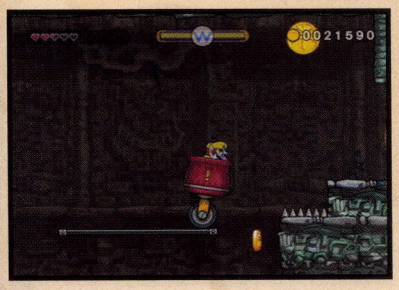


Return to your unibucket and begin climbing the short rails. Tilt the Wii Remote very gently here, making tiny adjustments to maintain control.

When you reach the wider top rail, roll hard to the left, then leap the gap above the spikes. You need lots of speed to clear the spikes and land safely on the far left rail.

Made it! Climb out and claim the big coin bag you find on the nearby ledge, then return to your unibucket and hop the spikes once more.





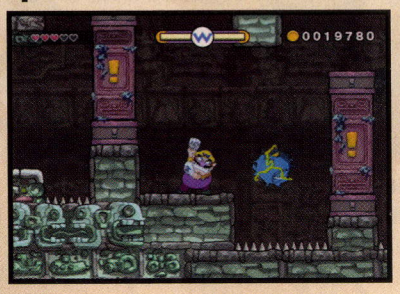
Make your way to the final rail, then bring your unibucket to a stop near the edge. Climb out and jump from the unibucket to clear the spikes ahead and possibly nab the big gold coin above.

TIP

Don't worry if you miss this big gold coin; you can do without it if you've been thorough in your coin-collecting up to this point.

Area 7

Spikes and Pillars



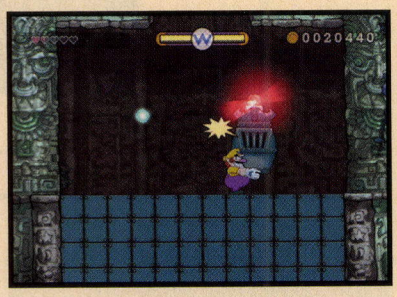
This area sports lots of spike pits and up/down pillars. Pound the ground with Earthshake Punches to raise the pillars, then leap across the pits before the pillars drop.

When leaping back along the tops of the pillars, raise the final one to reach a higher path above.

The rest of the area is straightforward. Use a few butt stomps to smash through some stone blocks in the ground as you make your way through.

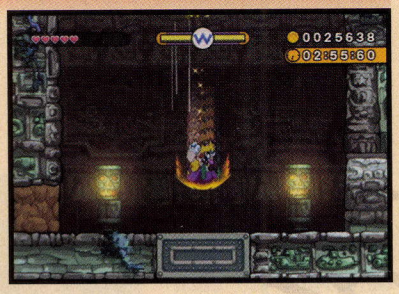
Area 8

Merfle Cage

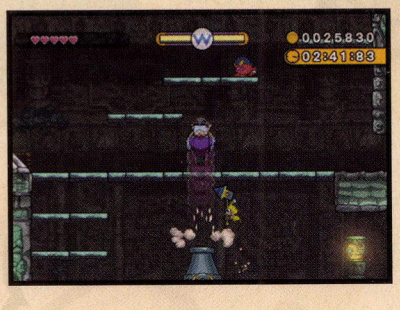


All right, you've made it to the Merfle cage! Hit the checkpoint and then shake the cage to begin your escape, but beware: The floor vanishes after you bust out the Merfle! Press ✚ to tuck into a butt stomp as you begin to fall.

Escape Run

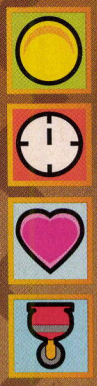


If you initiated a butt stomp when you first began to fall, Wario's rump will be supercharged by the time you reach the iron block in the ground in Area 9. If not, you'll need to dash through the stone blocks to the left instead.

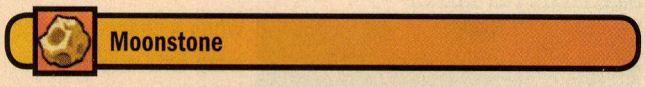


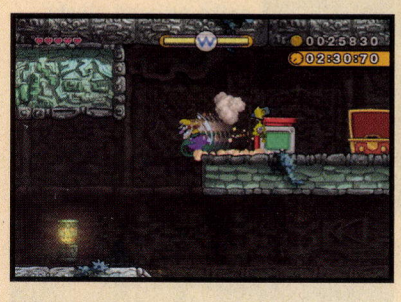
Assuming you busted through the iron block, run left to locate a cannon. Climb inside and launch straight up to land on a high platform, where you discover the level's final treasure!

Missions



Treasure


Moonstone



With your moonstone tucked away, squeeze into the dasherator near the chest to get moving at a full clip.

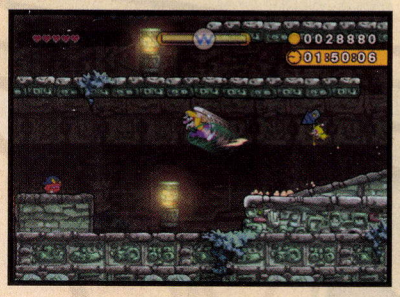
NOTE

If you didn't smash through the iron block, you'll need to hit a yellow switch to create a staircase out of the area.

The next area (Area 10 on the map) is an odd one, as you loop through it a few times. Each time you smash through a doorway on the left, you reappear from a lower doorway on the right. Fortunately, you don't need to do anything here except let Wario run. When you sail past a pair of spike pits, you know you're on the bottom floor.

While sprinting through the next area (Area 11), take the time to collect the floating coins, especially the big ones (turn around and go back for those). Nabbing these should get you past 36K, completing your coin hunt.

Collect 36,000 coins



In Area 12, use the dasherator to get moving and smash through the blocks. Leap the pit at the bottom level and bash through the iron block beyond to reach Area 2.

NOTE

The tiny stone blocks in the ground in Area 12 can be smashed with a butt stomp. This lands you near the first treasure chest you found in this level; it's just another way to get the chest if you haven't already found it.

Dash straight through to reach the first area, and jump from the blue blocks that now appear there to avoid hitting a wall. Speed into the starting gate to complete your escape.

Clearing the Time Trial

You found all of the treasures and coins on this stage during your first run, so there's no need to divert from the main path anymore. Head directly for the Merfle cage, avoiding any diversions that might put Wario's hearts or unibuckets at risk. After freeing the Merfle, use the cannon to reach the dasherator, then simply speed through the level without stopping until you reach the starting gate.

Finish before the clock hits 2:00:00

Beat the stage without taking damage

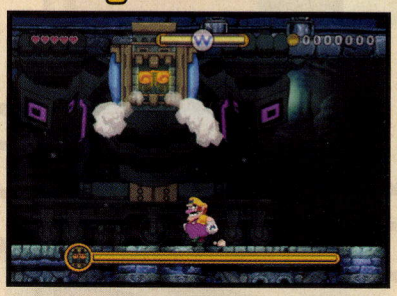
Don't break any unibuckets

Rollanratl Battle

Stage Overview

This is it: Wario's first showdown against a big, bad boss! Rollanratl isn't the toughest nut to crack, but don't take the brute too lightly. Stay focused and be ready to dodge its powerful earthquake attacks!

Rocking Rollanratl

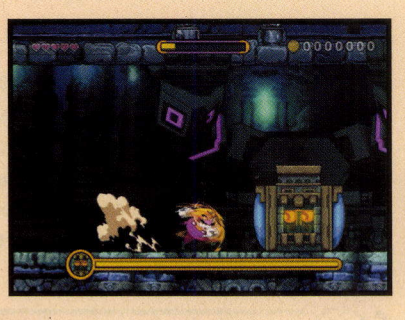


At first, Rollanratl simply tries to slam Wario with its massive head. Rollanratl always breathes steam from its nostrils before attacking in this fashion, giving you a little warning.

WARIO LAND SHAKE IT!

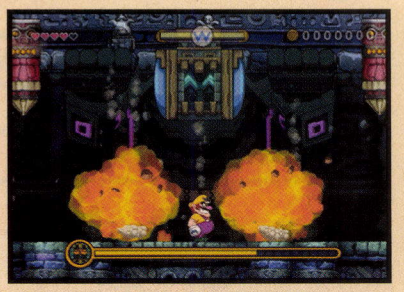
The moment you spy nostril steam, be ready to jump; Rollanratl's head hits the ground with such force that it causes an earthquake when the attack misses Wario! If you don't jump to avoid the quake, you'll be knocked silly for a few seconds.

Dodge the head-slam attack, then quickly dash into one of Rollanratl's big blue "ears" to damage the monster.



Raising the Roof

After you whack Rollanratl twice, the boss becomes enraged and begins shaking the massive wall that it's holding up. This causes giant missiles to fall from above; stand directly beneath Rollanratl's head to avoid the barrage.



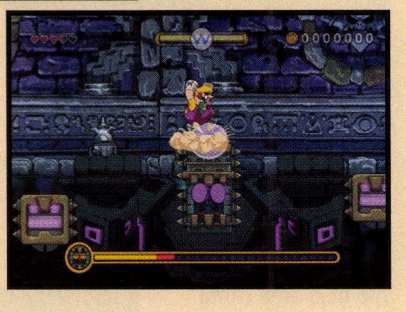
Two blue missiles eventually fall, but they don't explode. Jump onto the taller missile, then perform a jumping dash to strike Rollanratl in the ear for a third time.

After suffering heavy damage, Rollanratl sheds its sensitive ears, slams the ground once more with its head, then starts firing lasers down at Wario from a pair of spike-covered blocks that circle about. Flee to a corner to avoid the blocks' lasers.

Hitching a Ride

When a chance permits, jump onto one of the spike-covered blocks and hitch a ride skyward. Be careful not to touch the spikes on the side!

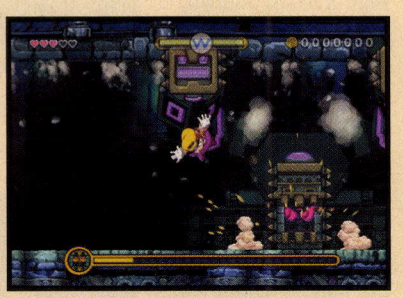
The block brings you right next to Rollanratl's head. The fiend's ears are gone, so you must perform a butt stomp on the large pink button atop Rollanratl's head to inflict damage.



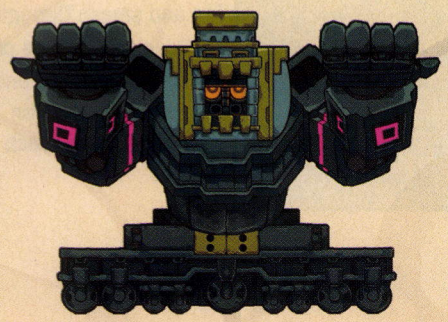
CAUTION

If you fall without harming Rollanratl, the boss spits out a spiky ball that bounces around. Dodge the ball as you wait for the spike-covered blocks to start spinning again.

Beware: Rollanratl's head slams the ground after you butt-stomp the button. Be ready to jump to avoid the quake! Finish Rollanratl off afterward by striking its head-button a second time, just as you did before.



Congratulations! Rollanratl's boss emblem is now yours. Jump up and grab it to complete the stage.



Just Plains

Stage Overview

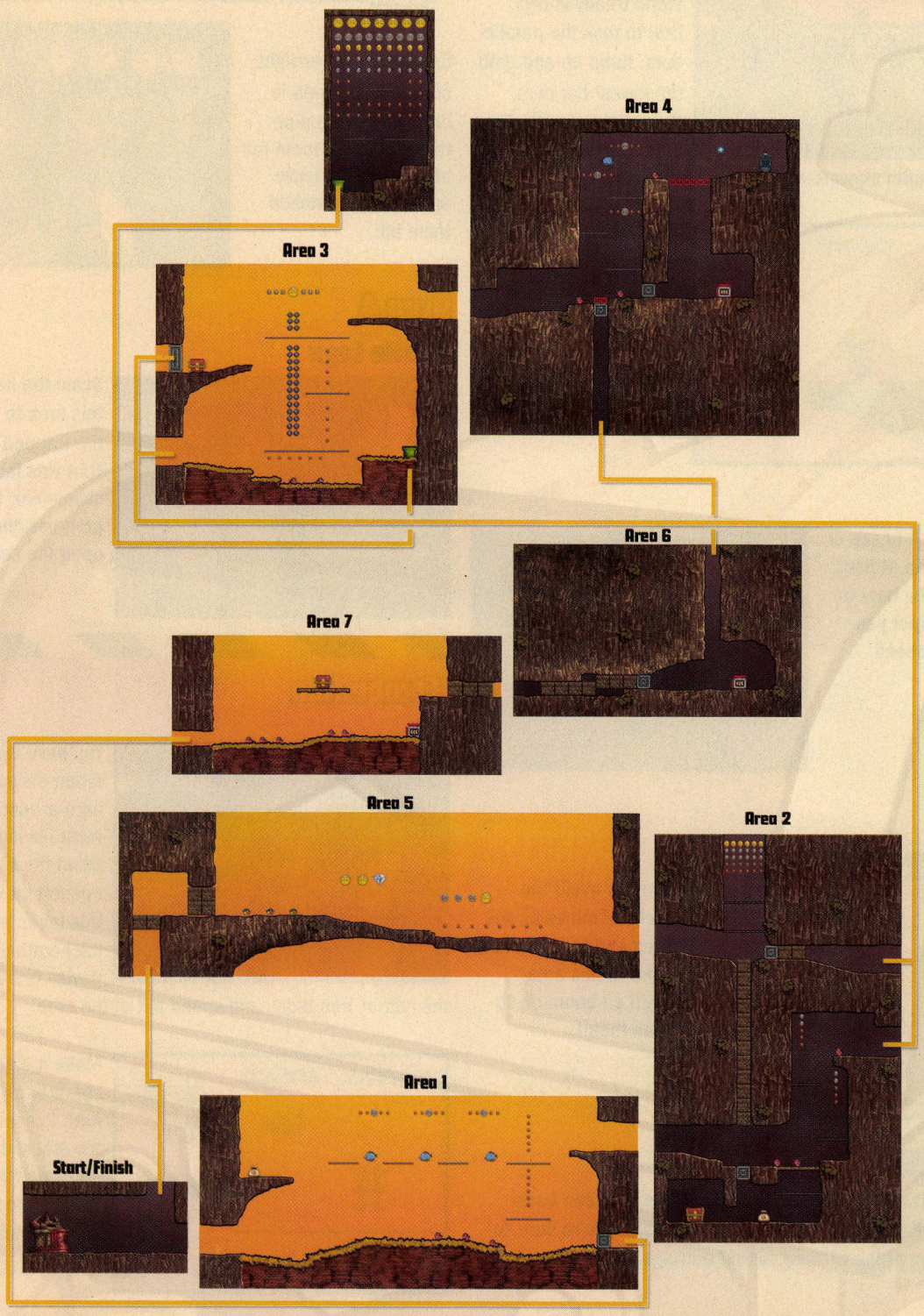
Wario gets a chance to show off his crazy gymnastic skills here at Just Plains, swinging on and leaping between bars as he navigates the stage like a tubby Olympian. You'll need to make two passes through the level to meet all objectives, taking two very different escape routes out of the stage after freeing the Merfle.

Missions

- Finish before the clock hits 2:00:00
- Beat the stage without taking damage
- Collect 42,000 coins

Treasure

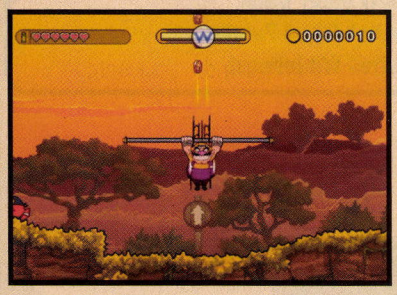
- Empty Piggy Bank
- Baobab Wood Pacifier
- Stuffed Wildebeest



WARIO LAND SHAKE IT!

Area 1

Wario the Gymnast

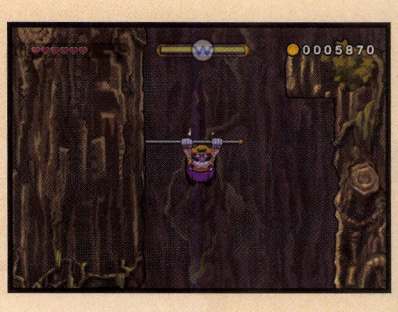


Though he won't be making any appearances at the Olympics, Wario totally knows how to rock the parallel bars. Jump up and grab the lowest bar here, then shake the Wii Remote to start swinging. Press ② to jump skyward and grab the bar above.

Leap across the series of bars to the left, nabbing coins as you go. Land on the far left ledge to locate a big coin bag that's in desperate need of shaking.

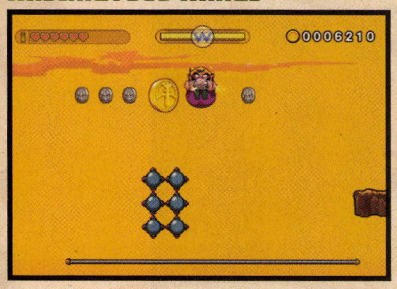
Area 2

Nothing much to see or do in this area at first; simply use the bars to reach the upper passage and proceed.



Area 3

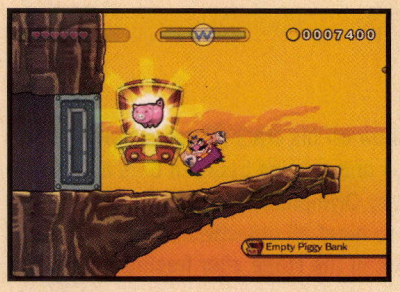
Mischievous Mines



Carefully avoid the stacks of mines as you swing and leap from bar to bar in this area—they'll go boom if you touch them!

NOTE

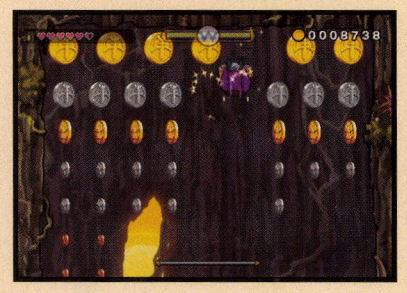
These mines are the only things that can harm Wario in this level. Avoid them and you're sure to complete the stage without taking damage.



Use the bars to reach a treasure chest on a high left ledge. You can't bust the nearby iron block, so leave it be for now.

Empty Piggy Bank

Explore the lower-right corner of this area to discover a warp pipe that leads to a room full of coins. Don't leave until you've snatched them all!

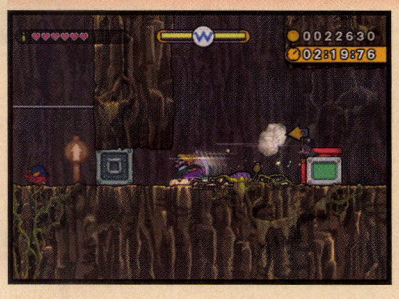


Area 4

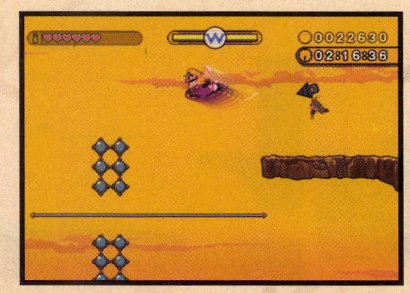
Merfle Cage

Scale the bars in this area to reach the trapped Merfle. That was fast! Hit the checkpoint to save your progress, then shake open the cage.

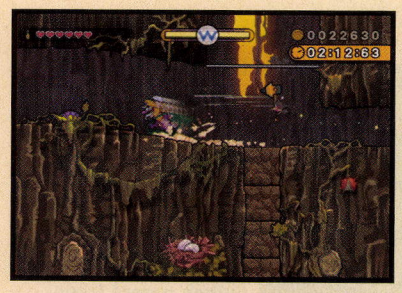
Escape Run



You have two very different escape options here at Just Plains. The most obvious is to drop down the pit that has opened up behind you; this lands you near a dasherator. Use the device to bust through the nearby iron block and speed out of the area.

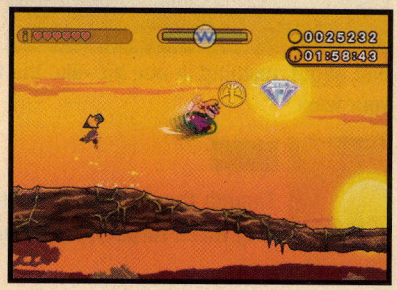


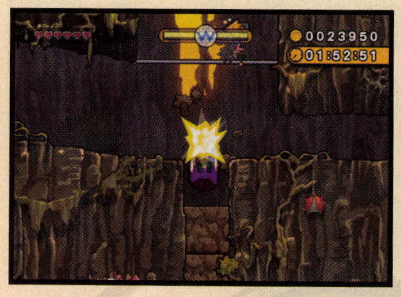
Make a big leap as you sprint back through Area 3, soaring over the stacked mines and smashing through the far iron block you noticed earlier.



You emerge at Area 2's upper trail, which you've never visited. For now, simply dash through—you'll soon return to explore the area more thoroughly.

The trail leads to a new area (Area 5 on the map). There are loads of valuable coins here, along with a precious diamond. Dash back and forth until you collect all of these goodies, then return to Area 2.

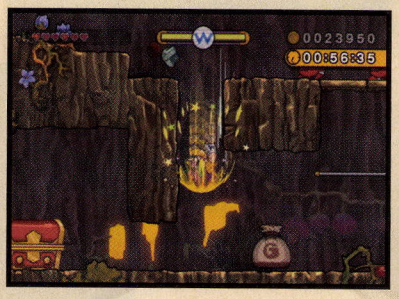


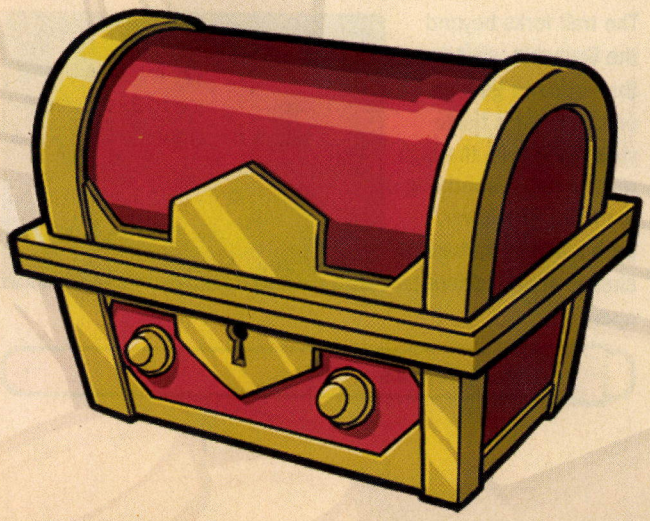


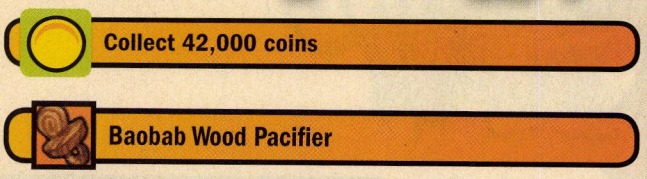
Fall into a slide to cease your dashing, then leap up and grab the bars above. Swing to nab the overhead coins. Wario's wallet should be close to full by now!

Stop swinging and hang from the top bar, then jump. Tuck into a butt stomp as Wario falls and he'll smash through a long column of blocks below!

Wario crashes through the iron block below, landing right near a treasure chest and big coin bag! Assuming you've nabbed the coins and diamond from Area 5, this earns you enough cash to clear the coin-collector mission.

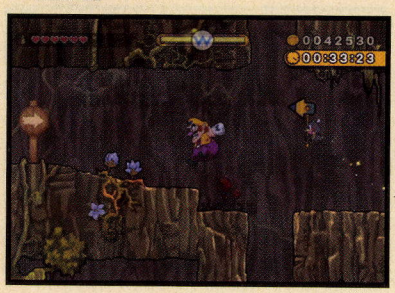






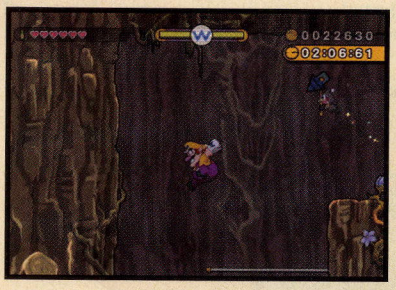
Collect 42,000 coins

Baobab Wood Pacifier



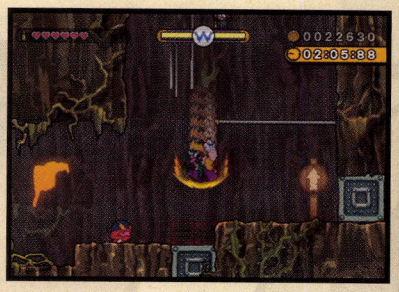
Now simply run left to return to the starting gate with two treasures and the coin mission under your belt.

Clearing the Time Trial



To find this stage's final treasure and clear its time challenge, you need to take a completely different escape route. Leap the pit that opens up behind you after freeing the Merfle, then jump out over the next pit ahead. When Wario passes the roots in the background, press ✚ to curl into the butt stomp position.

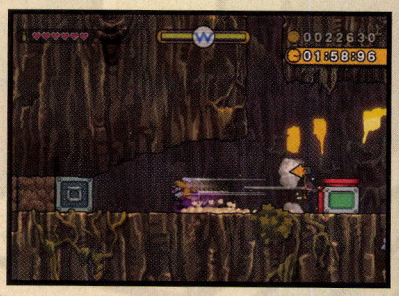
Wario's butt stomp becomes supercharged as he falls, carrying him right through the iron block that's wedged in the ground below. Sneaky!



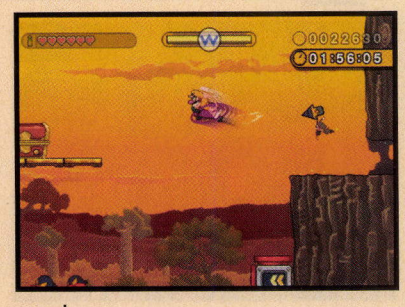
TIP

Pause and retry if you miss the iron block; you won't clear the time trial if you don't hit it on the first try.

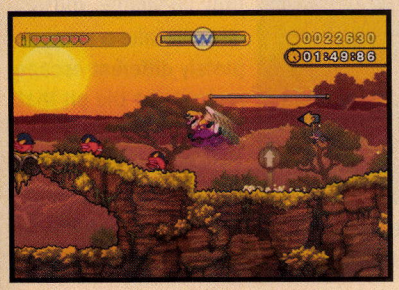
Wario lands in a completely new area (Area 6 on the map). Shimmy into the nearby dasherator to get a move on.



Leap as you near the edge in the next area (Area 7 on the map) to reach a treasure chest on a high platform. No need to stop dashing; Wario automatically claims treasures from chests when he bolts past them at dasherator speed.



Stuffed Wildebeest



You've found all of the treasure; now simply hop the little step in the next area and continue sprinting toward the starting gate.

Finish before the clock hits 2:00:00

Beat the stage without taking damage

Wavy Waters

Stage Overview

Here's a nice change of pace: Rather than sprinting all about your typical sort of stage, Wario finds himself exploring the depths of the ocean floor here at Wavy Waters. His vessel of choice: a yellow Subwarine! Though the level is short, the sea holds many dangers for Wario's sub—far more than you've faced up to this point. Ready torpedoes and prepare for battle!

Missions

- Collect 35,000 coins
- Collect 10 silver coins in a row
- Don't break your Subwarine

Treasure

Peach Sandals
Turtleskin Hat
Mermaid Scale

Deep Blue Sea

Controlling the Subwarine takes a bit of getting used to. Tilt the Wii Remote to angle the sub, then press ✚ and ✚ to accelerate or reverse. Press ① to launch potent torpedoes that can destroy just about anything in one hit—like the trio of Plungers headed your way!

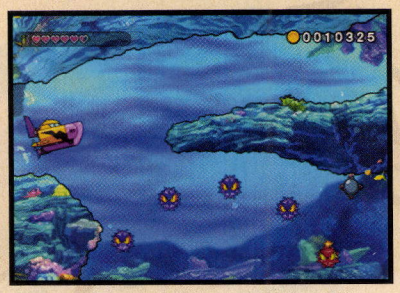
NOTE

Though the Subwarine never runs out of ammo, only three torpedoes can be on-screen at once. Fire with care!

I had a blast with this stage, and not just because I was torpedoing everything in sight. Well, actually, that probably did have something to do with it! This sub stage was a welcome change of pace from the levels I'd played up to this point. Cruising along the ocean floor, blasting baddies and claiming sunken loot—good times!

Wario encounters a group of Jellopus just ahead. Blow them all away to claim some valuable silver coins.

Wario next encounters a gang of circling Grunchin. Blast one of the red Grunchin to wipe them all out so you can safely nab the diamond they're guarding.

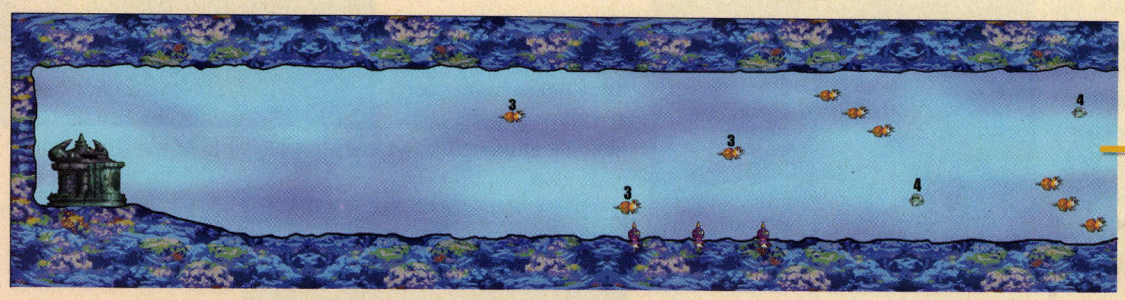


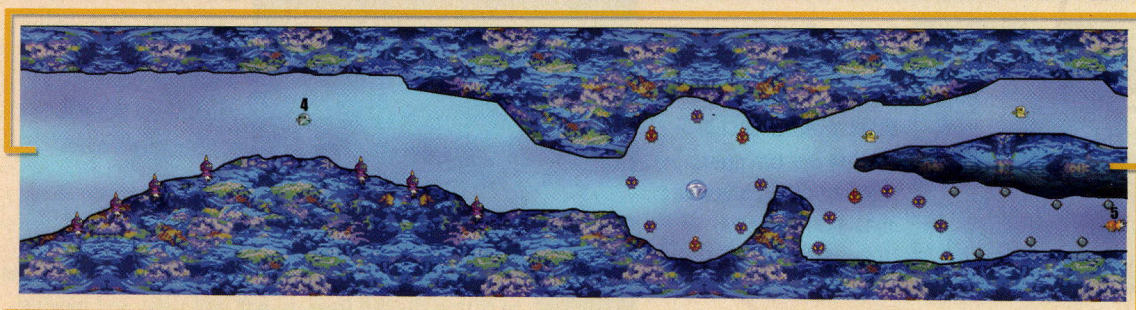
The trail forks beyond the Grunchin, giving you the option to go high or low. If coins tickle your fancy, take the high road to nab a sparkling diamond. The lower path leads to a treasure chest you must shoot to open.

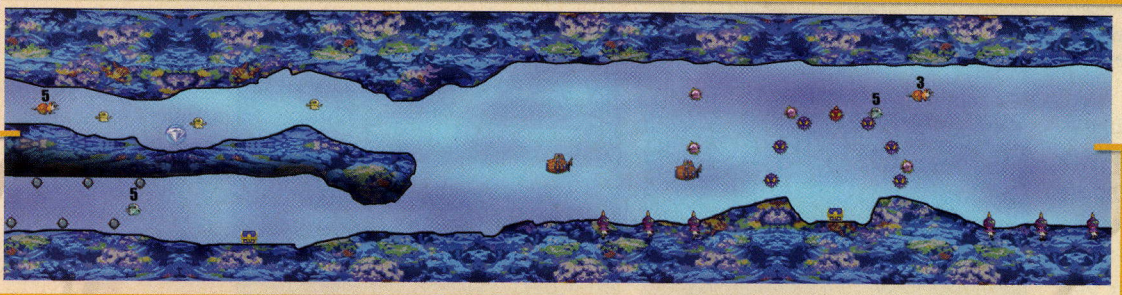
Peach Sandals

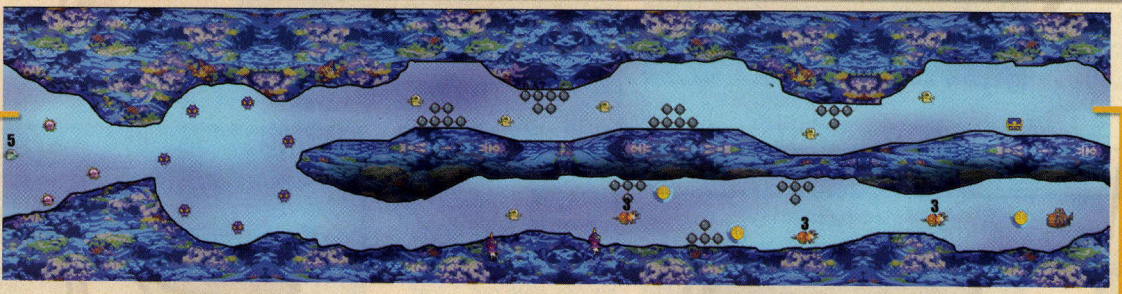
Missions

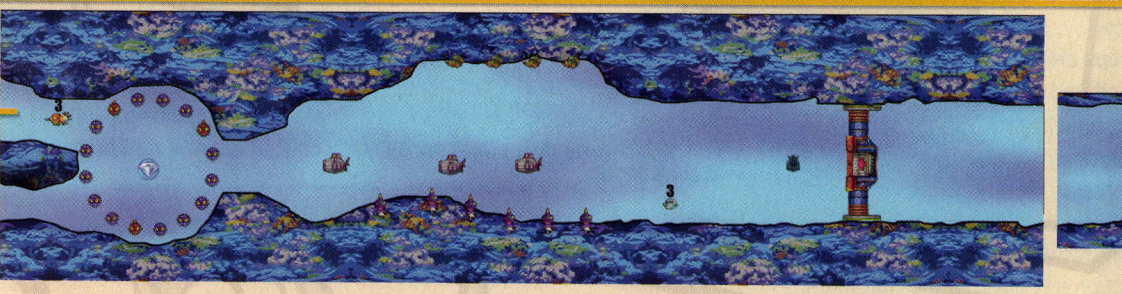
Treasure

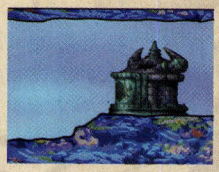












No matter which path you take at the fork, you face off against a few Tub-subs when the trails reunite. These baddies can fire torpedoes at you, and they take two hits to destroy. Sinking them is worth the effort, though, as Tub-subs always give out valuable gold coins.

Another Grunchin gang circles a treasure chest beyond the Tub-subs. Blast a red Grunchin to wipe out the crew, then shoot the chest to obtain a new prize.

Turtleskin Hat

The trail forks again a short distance beyond the chest. Take the high road to find the stage's third treasure or the low road to nab some big gold coins. Both trails feature enemies and depth charges, so be careful!

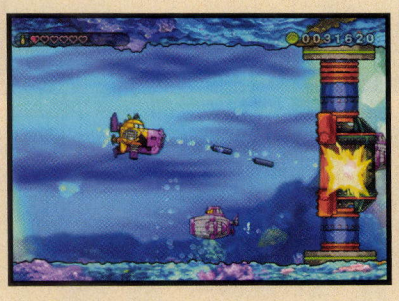
Mermaid Scale

Wario faces yet another cluster of Grunchin when the trails converge. These creeps are circling a diamond and can't be avoided; shoot a red one to wipe them all out. If you've been dispatching enemies and snatching diamonds all this time, collecting this diamond should put you at or very close to the 35K mark.

Collect 35,000 coins

Rescuing the Merfle

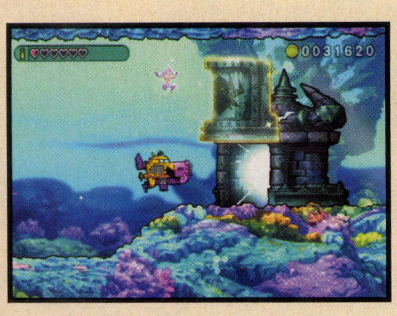
After wading through a few more waves of goons, Wario finally reaches the trapped Merfle. But before the little fellow can be rescued, its cage is sucked away behind some sort of nefarious gate. Looks like this one won't be so easy to save!



Waves of enemies soon flood the site, and the gate begins moving up and down. Stay mobile and do your best to avoid the enemies as you fire on the gate's central glass eye.

TIP

Try to keep your Subwarine in the middle of the area by tilting the Wii Remote left and right and moving back and forth—it's easier to hit the gate's eye this way.



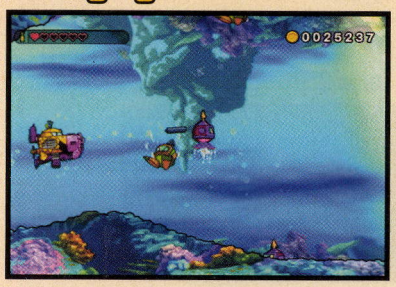
With the gate destroyed, nothing's left to stop Wario from freeing the Merfle. Well done!

Collecting Silver Coins

When aiming to score 10 silver coins in a row, don't fire at anything except Jellopus—these jellyfish-like enemies always give out silver coins when defeated. Grunchin gangs pose a problem; try sneaking between their ranks rather than defeating them. This can help prevent you from accidentally collecting unwanted bronze coins.

Collect 10 silver coins in a row

Salvaging the Subwarine



Your Subwarine is considered "broken" when you fall to half hearts (in this case, three). You can tell when the Subwarine is wrecked by its shoddy appearance. The best way to keep your sub intact is to destroy all threats before they can harm you, and to steer clear of hazards like mines. Keep those torpedoes coming!

Don't break your Subwarine

Mt. Lava Lava

Stage Overview

The heat is on at Mt. Lava Lava! This stage amps up the difficulty with head-scratching puzzles, massive rolling boulders, and, of course, lots of lava. Clearing the time challenge is especially tough here, so be ready for a mad dash out of the stage!

Missions

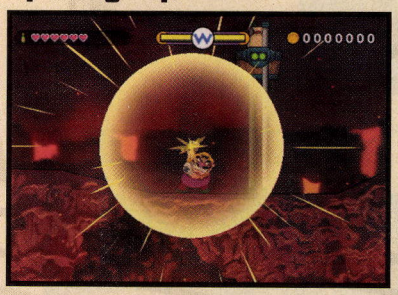
- Finish before the clock hits 1:35:00
- Collect 36,000 coins
- Defeat the golden enemy
- Destroy all bomb blocks

Treasure

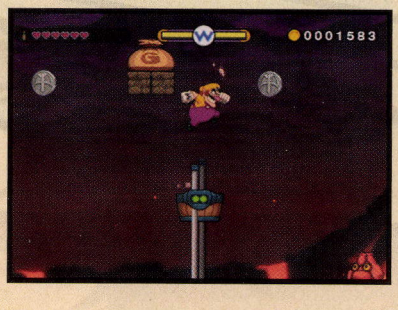
Bangin'-Together Rocks
Combustible Top
Fantabulous Fan

Area 1

Uplifting Experience



A peculiar object resembling a bucket on stilts putters about Mt. Lava Lava's first area. This device is known as an uplifter; lower its bucket with an Earthshake Punch to retrieve a bag of coins.

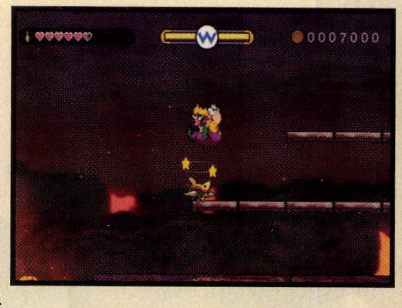


After shaking out your coins, drop the uplifter's bucket once more with an Earthshake Punch, then jump onto the bucket. When the bucket rises again, you'll be lifted up—and high enough to collect some overhead coinage.

Scary New Enemies

CAUTION

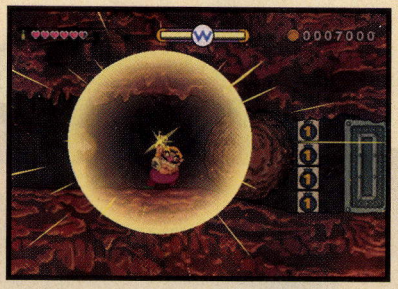
Beware the Volcannon enemy just beyond the uplifter; it's immobile, but it regularly spits out dangerous gobs of fire. When it's safe, dash into the Volcannon to defeat it.



Past the Volcannon, Wario encounters a Bumbleprod that's patrolling a platform. Dashing into or jumping onto these prickly pests is quite painful, so use an Earthshake Punch to flip this one onto its back before squashing it.

Area 2

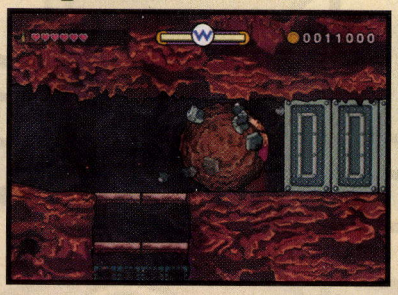
Boulders and Bomb Blocks



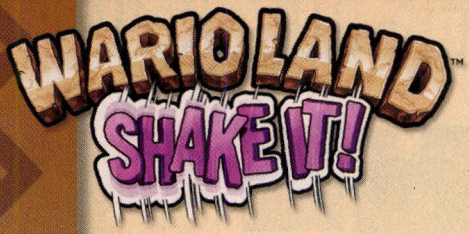
Use an Earthshake Punch to detonate the bomb blocks here and start the boulder rolling.

Follow behind the boulder until it tumbles into a lava pit, then leap the lava to discover a big bag of coins. Beware a Pitchfork enemy that hangs from the ceiling near the bag; defeat the Pitchfork by dashing into it after it drops and becomes stuck in the ground.

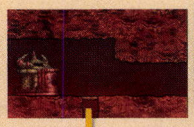
Rough Ride



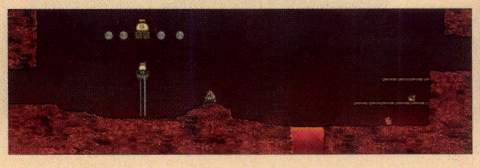
Climb to the area's higher trail and perform another Earthshake Punch to start a second boulder rolling. Unfortunately for Wario, he's standing right in this one's path! The boulder rolls Wario up, carries him through a series of iron blocks, and then spits him out when it finally comes to a stop.



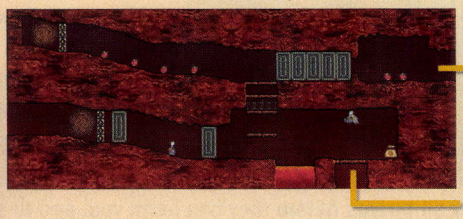
Start



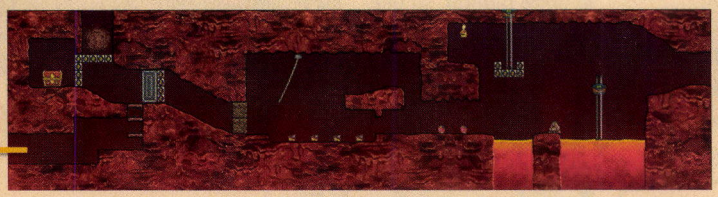
Area 1



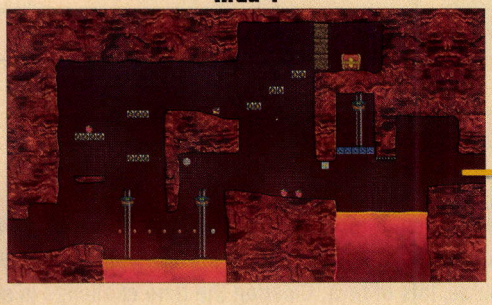
Area 2



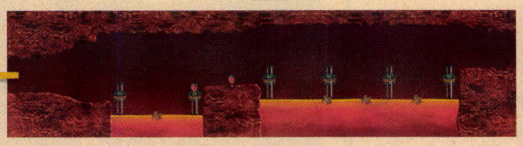
Area 3



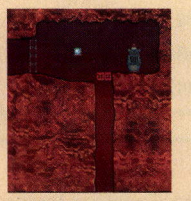
Area 4



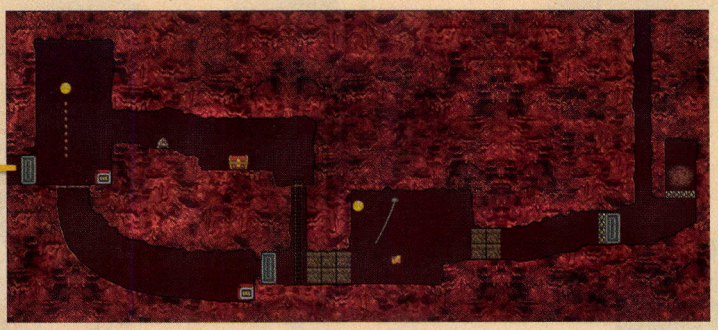
Area 5



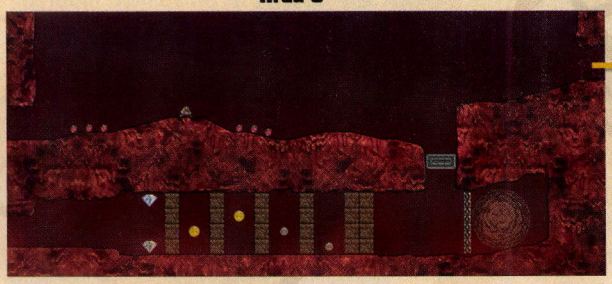
Area 6



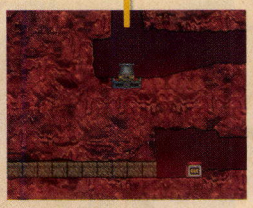
Area 7



Area 8



Area 9



Area 10

Missions

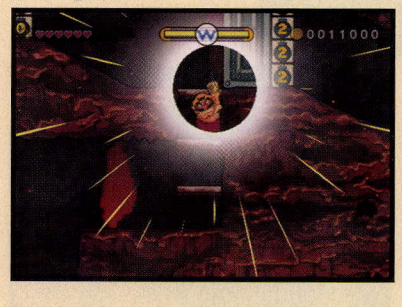
Treasure

NOTE

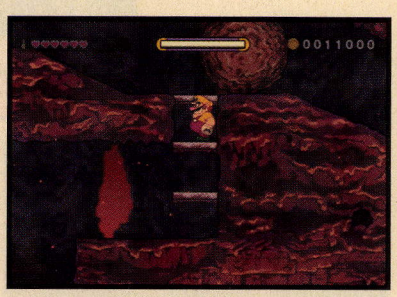
Don't worry about Wario; he's totally invincible while stuck to a rolling boulder.

Area 3

Tricky Treasure



A treasure chest in this area is tough to get if you don't know the trick. When hopping up the platforms to reach the upper trail, remain on the middle platform and let loose an Earthshake Punch.



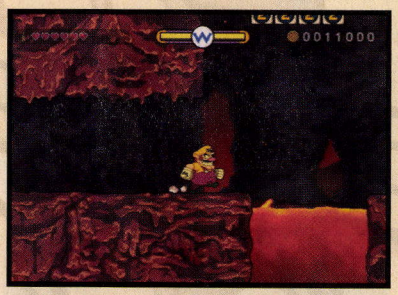
Boom! The bomb blocks above detonate, and a boulder rolls past. This boulder would have whisked Wario away if he were standing up there!

I learned not to stand on the boulder trail the hard way. After restarting the level a few times, I finally figured it out!

With the boulder gone, jump up and head left to claim your reward from the chest.

Bangin'-Together Rocks

Golden Enemy



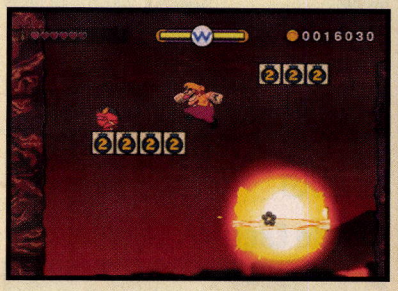
Lava pits lie to the right. Stand near the first pit and pound the ground with an Earthshake Punch to detonate some overhead bomb blocks. This causes an uplifter to fall.

Use the uplifter to reach a high ledge, where you discover the stage's golden enemy: a Pitchfork! You want this guy's coins, so don't dash into it. Stun it instead by jumping onto the Pitchfork after it drops from the ceiling and becomes stuck.

Defeat the golden enemy

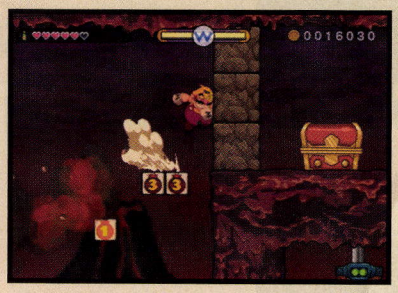
Area 4

Bomb Block Boogie

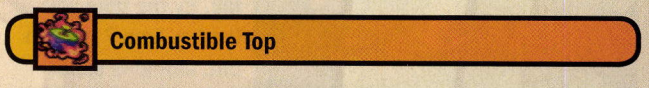


This area sports another tricky treasure chest retrieval. To get it, use the first uplifter to reach a platform above, then quickly jump between the bomb block platforms. Jump fast, but don't use dash-jumps or you'll fall!

How would I know that dash-jumps make you fall here? Take a wild guess!



Scale the next series of bomb block platforms in a similar fashion, using regular jumps. When you reach the final pair of bomb blocks, perform a dashing jump to smash the stone blocks ahead. Hold ✚ after smashing the blocks and you'll land on the ledge beyond, right near a treasure chest.



Combustible Top

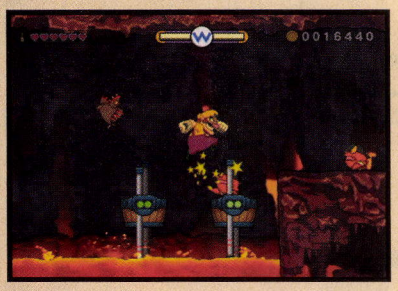
Drop from the chest ledge without fear; you land on solid ground below. Hit the nearby blue switch to make an uplifter fall from above, then use the uplifter to cross the lava ahead.

CAUTION

Beware the spikes above the lava pit! Hold ✚ to duck as the uplifter moves past them.

Area 5

Lots More Lava



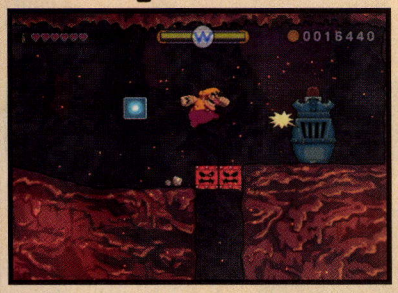
Leap between uplifters to get past this area's wide lava pools. Be careful, as some of the uplifters are carrying Bandineros! Butt stomp these baddies to squash them, and avoid falling into the heat.

CAUTION

Watch out: Scarracudas swim in the lava pits here and will leap up to bite you!

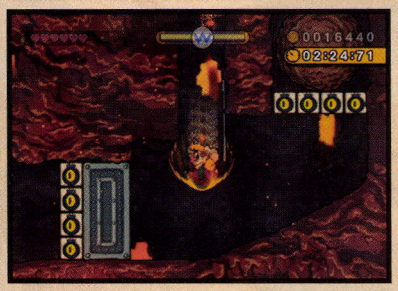
Area 6

Merfle Cage

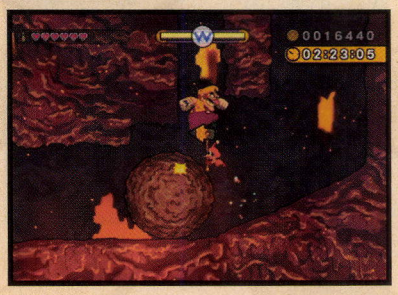


Nice work; you've found the stage's Merfle. Hit the checkpoint and then bust the little guy out.

Escape Run

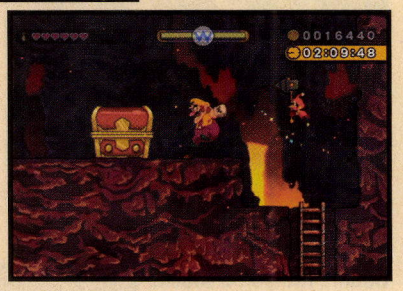


Drop into the pit that has opened up behind you, tucking into a butt stomp as you begin to fall. By the time you land in Area 7, Wario's butt stomp is supercharged!



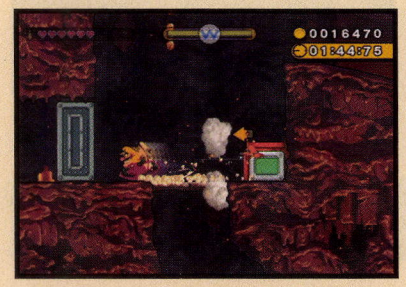
The impact of Wario's mighty rump instantly detonates the surrounding bomb blocks, starting a boulder rolling. The ceiling is quite high here, so as the boulder draws near, hold ② to jump it!

Swing on the rope ahead to nab a big gold coin for some quick cash.

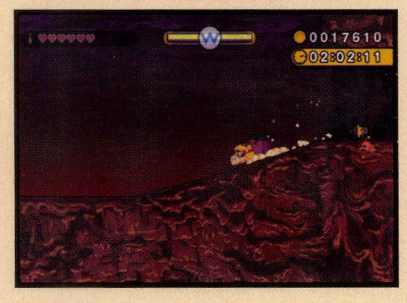


The boulder plugs up the trail to the left, so you must climb a ladder instead. That's OK; the ladder leads right up to the stage's last treasure chest!

Fantabulous Fan



Head left, drop off the ledge, and use the dasherator you land near to plow through the iron block ahead.



Immediately hold ✚ to slide after smashing through the block. You don't want to fall off the ledge in the next area!

TIP

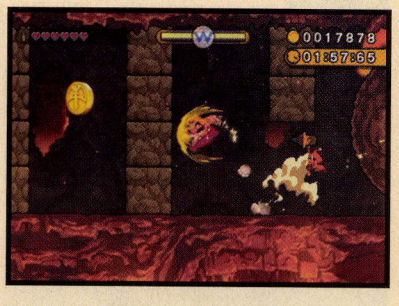
If you're having trouble sliding to a stop before you fall, simply change direction and slam into the dasherator. That does the trick, too!

With your dashing at an end, jump from the edge of the ledge in the area beyond the dasherator (Area 8 on the map) and curl into a butt stomp at the height of your jump. Wario's rear becomes supercharged, and he bashes through the iron block below, landing on a lower path.

Wario's butt stomp sets off some bomb blocks in the lower trail, freeing a massive boulder. If you've been following this walkthrough carefully, then you've just detonated all of the bomb blocks in the level!

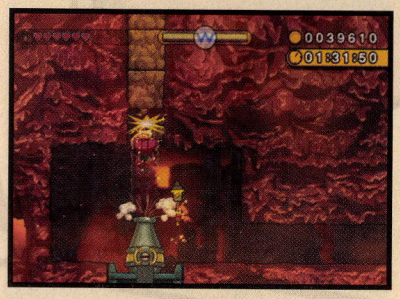
Destroy all bomb blocks

Immediately dash left, striving to keep ahead of the huge boulder. Smash through the first two columns of stone blocks to the left, nabbing silver coins. When you see a big gold coin ahead, start performing jumping dashes.



Jump-dashes spare the lower stone blocks, allowing you to use them as steps. Keep jump-dashing leftward, gaining height off the blocks so you can nab the two diamonds at the end of the trail. These should swell Wario's wallet well above 36K!

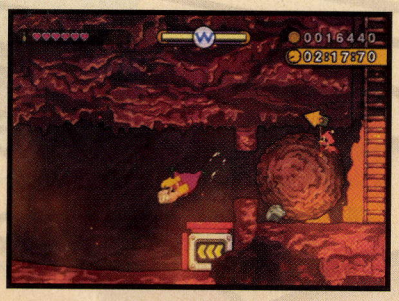
Collect 36,000 coins



The hard part is over; now you just need to reach the starting gate. Keep heading left to locate a cannon that'll shoot you right next to it. Nice run!

Clearing the Time Trial

You've accomplished all of your goals on your first run through of Mt. Lava Lava—all except for the time challenge. To shave some seconds off your time, don't jump the boulder after freeing the Merfle; let it roll you up and spit you out near a dasherator instead.



Use the dasherator to quickly reach another one on the trail above. Use that second dasherator to bash through the iron block as you did before.

From here, the path you take toward the starting gate is totally up to you. You can either slow down and butt stomp through the iron block in Area 8 to race the giant boulder, or you can simply sprint through the area, taking a longer but more straightforward route. Either way you go, this is a demanding time challenge that doesn't allow for mistakes. Make tracks without messing up!

Finish before the clock hits 1:35:00

TIP

Glance at the clock as you near the starting gate. If you don't think you'll finish in time, pause and retry from the checkpoint.

Savannah Valley

Stage Overview

Welcome to Savannah Valley, the most challenging level thus far. Wario gets another chance to show off his bar-swinging skills here, and those skills need to be extra sharp—there are loads of hazards in this lengthy stage!

Missions

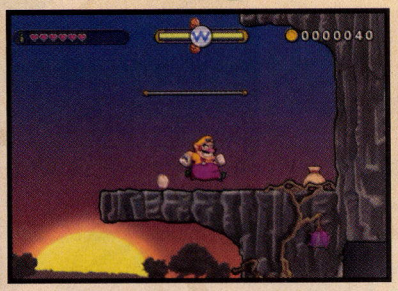
- Finish before the clock hits 2:40:00
- Beat the stage without taking damage
- Collect 46,000 coins
- Defeat the golden enemy
- Break all stone blocks

Treasure

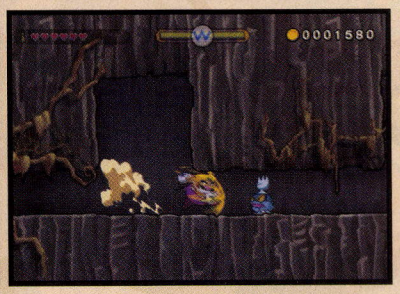
Hypno-Specs
Solid-Gold Shuttlecock
Diamond Ski Mask

Area 1

Back in the Swing



Grab, swing, and leap from bars to scale the first area's rocky cliff. Don't miss the first ledge's bag of coins!



After scaling the cliff, butt stomp through some stone blocks to reach a passage guarded by Pitchforks. Dash into these little goons to defeat them before they lower their pointy heads and charge.

TIP

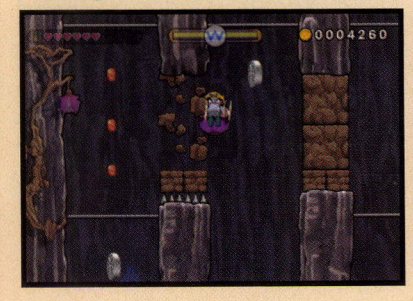
When charged by a Pitchfork, stun it by jumping onto its lowered head, or by rumbling the ground with an Earthshake Punch.

Area 2

This tall area is filled with coins, stone blocks, and dangerous spikes. Use care as you swing and leap about, exploring the area thoroughly.

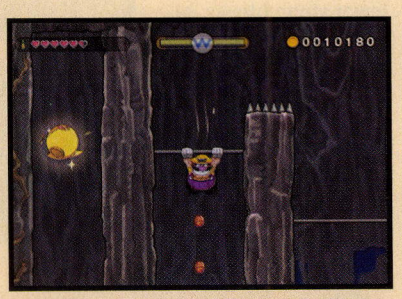
TIP

Scour each of Savannah Valley's areas for stone blocks and smash all that you see to fulfill one of the stage's missions.

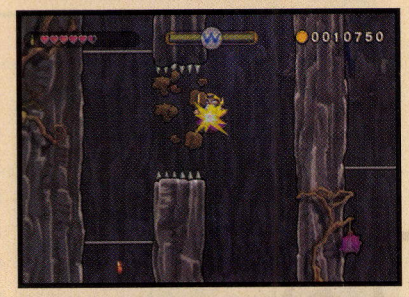


Be very careful of spikes as you scale the area. Smash the stone blocks that sit above them when you're leaping upward, rather than as you're falling back down from a jump.

Golden Enemy



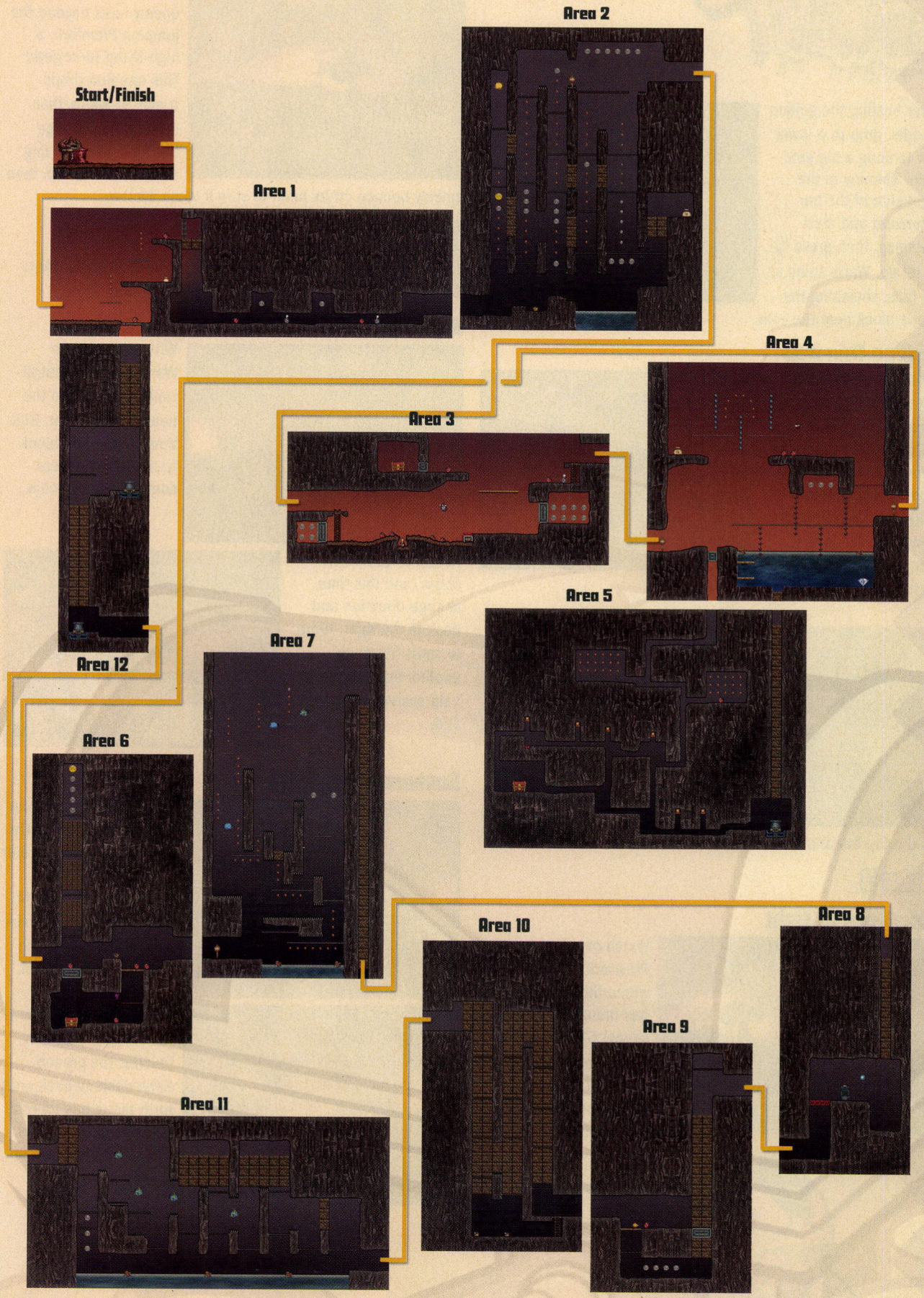
Make your way to the area's highest bar, which several big silver coins hover above. Nab those coins, then mosey left to spy the stage's golden enemy: a floating Bandinero!



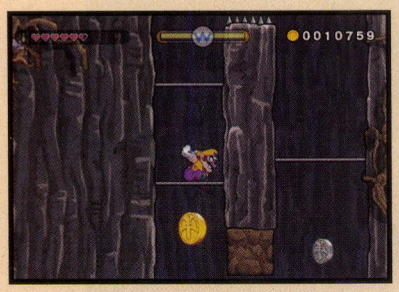
To reach the golden foe, drop to a lower bar, then carefully bust the stone blocks to the left. Make a second leap after breaking the blocks to sail past the spikes safely.

Carefully jump around the golden enemy, then hang on the bar above it Drop onto the enemy without spinning to stun it—it will drop to the floor and you can shake it for coins. If you swing onto it directly after passing the spikes, you will defeat it without the chance to shake it for coins.

Defeat the golden enemy

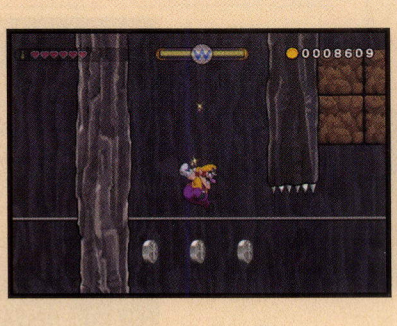

Start/Finish
Area 1
Area 2
Area 3
Area 4
Area 5
Area 6
Area 7
Area 8
Area 9
Area 10
Area 11
Area 12

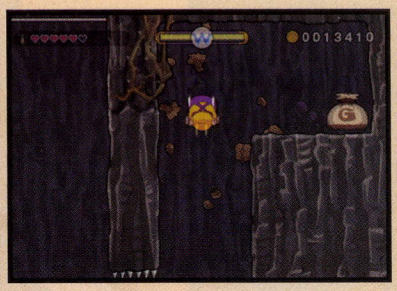
After besting the golden baddie, drop to a lower bar to snag a big gold coin. Shimmy to the right side of the bar afterward and start swinging, then press ✚ to let go. Wario spins as he falls, smashing the stone block near the coin.



Hidden Coin Bag

Work your way back to the area's highest bar, and this time, shimmy all the way to the right. Drop from the bar to nab the coins below, and keep dropping until you reach the lowest bar, where you're able to nab three big silvers.





Shimmy to the right, passing some overhead spikes, then jump to smash through some stone blocks above you. Hey, there's a big coin bag over here! Shake out the coinage, then make your way back up to the top bar and proceed to the next area.

Area 3

New Foes to Fight

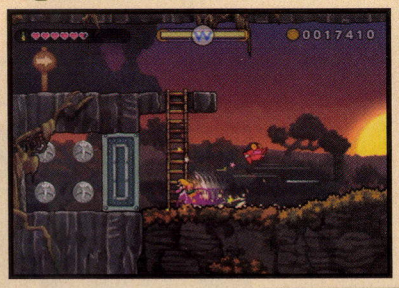
Watch out: The purple Pitchfork that stands within this area's tiny pit has brought its jumping shoes! Stand near the pit and wait for the Pitchfork to leap up, then dash into the goon to defeat it.

Another new breed of enemy lurks beyond the jumping Pitchfork: a high-flying Turkeyjerk! This one first drops a rock at Wario, then dives at him. Dodge the Turkeyjerk's diving attack with a jump, then quickly bounce off its head to stun it while it's low.

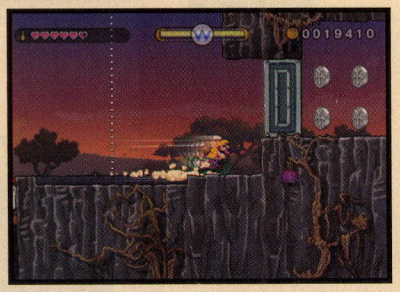
TIP

Shake stunned Turkeyjerks to shed their feathers and set them running. Why? Why not!

Big Silver Dash



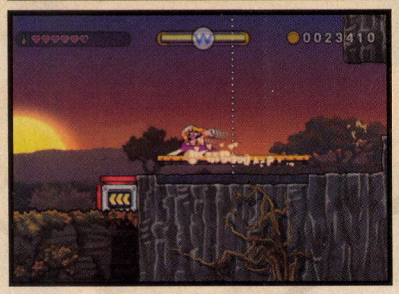
With all threats to Wario's hearts neutralized, squeeze into the nearby dasherator. Bolt through the iron block to the left to access some big silver coins.



Return to the dasherator, and this time, change direction and dash to the right. Jump to smash through another iron block and gain even more coinage.

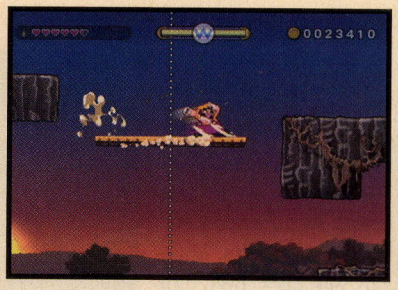
Dasherator Elevator

This next task puts your reflexes to the ultimate test! Use the dasherator to get moving, turn around and head right, then start dashing back and forth beneath the wide moving platform.



Notice the recess where the elevator platform touches the ground. Keep dashing back and forth along this recess until the elevator dips down and picks you up.

Now for the really hard part: Keep dashing back and forth on the elevator as it lifts you skyward. This requires precise control and sharp reflexes, so expect to fall a few times while you get the feel for it.



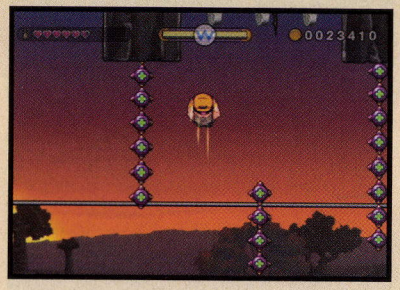
When the elevator's high enough, leap over to the left ledge. Wario crashes through an iron block, claiming a treasure chest. Whew!

Hypno-Specs

If reaching this treasure chest put you through the ringer, you're not alone: It worked me over, too! It took me at least a dozen tries to get that chest, but by the time I got there, my dashing skills were maxed!

Area 4

Carefully navigate the long bar here, leaping over the low stacks of mines and shimmying beneath the higher ones. Keep an eye to the water below the whole time; hungry Scarracudas lurk down there!

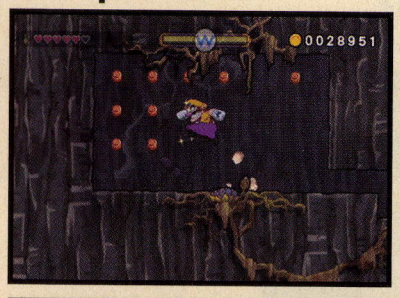


Leap and shimmy your way upward and to the left, heading for a high ledge that sports a big bag of coins.

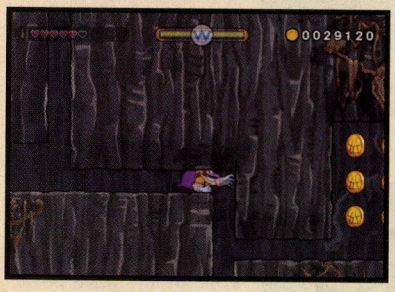
After shaking out your loot, drop from the ledge and tuck into a butt stomp as you fall. Wario crashes through an iron block far below, landing in a new area.

Area 5

Crawlspace Maze

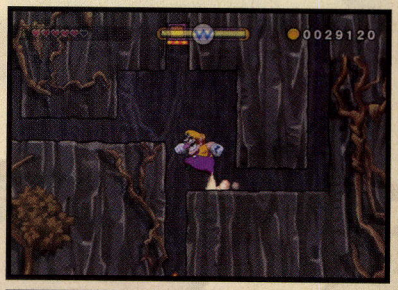


This area is full of tight spaces, but that won't stop Wario from exploring it! Inch through the first passage, heading left to reach a little room full of bronze coins.

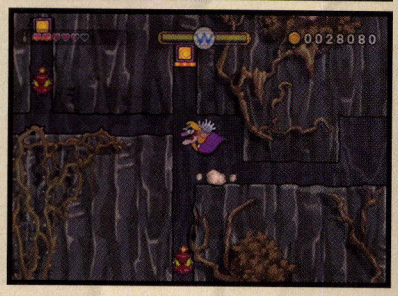


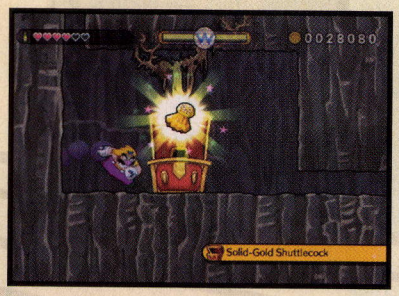
There's a room full of gold coins to the right, but there's a trick to reaching them: You must hold ✚ as you fall down the narrow shaft, not just ✚ as you might expect. You only get one chance to claim these coins, but don't worry if you miss them; you can reach the 46K mark without them.

Dangerous Grunchin fall from peculiar blocks in the next stretch. Leap the first pit when it's safe to do so.



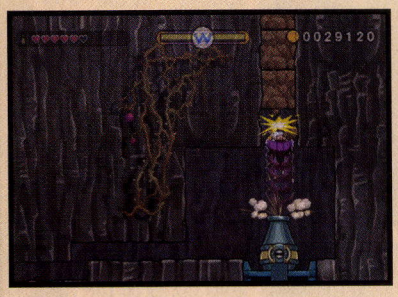
To clear the second pit and enter the crawlspace beyond, you must perform a belly-hop. Duck and wait for a Grunchin to fall by, then crawl forward and press ② to leap the pit. Repeat this at the spike pit that follows.





Now simply drop down the narrow shaft that follows to discover a hidden treasure chest. Nice one!

Solid-Gold Shuttlecock



Crawl right with care, avoiding the falling Grunchin as you make your way toward a cannon. Launch straight up to smash through a column of stone blocks and return to Area 4.

Area 4 (Revisited)

Drained Lake

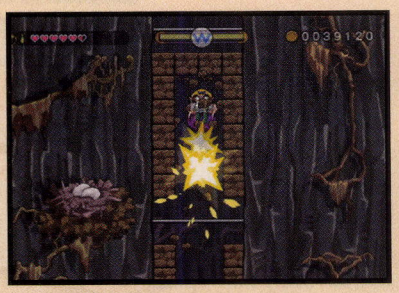
Wario soars back into Area 4, whacks his head, then falls into what should have been the lake he maneuvered past earlier. However, with the stone blocks gone, the lake has completely drained out! Explore the lakebed to discover a hidden diamond.

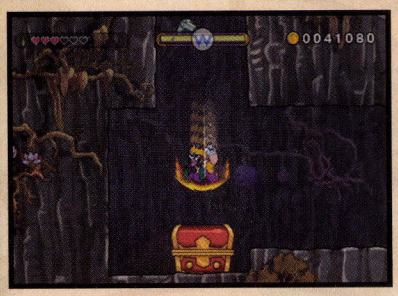
NOTE

Area 4's lake has now drained into Area 5, flooding the crawlspace maze. There's no going back there now!

Area 6

Swing and leap from the bar in this area to smash the host of tiny stone blocks above. Don't miss any of the blocks—or the big coins that hover above them!





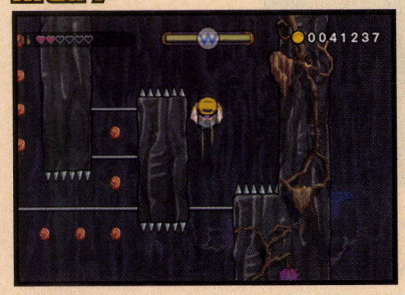
Stop swinging and hang from the highest bar, then let go and curl into a butt stomp as you fall. Wario crashes through an iron block in the ground below, landing atop a treasure chest!

Diamond Ski Mask

Spinbat Attack

Pay heed after pocketing your prize: A dangerous Spinbat clings to the nearby ceiling! These pests like to dive-bomb Wario when they flutter above him. Make this one miss, then punish it when it becomes stuck in the ground.

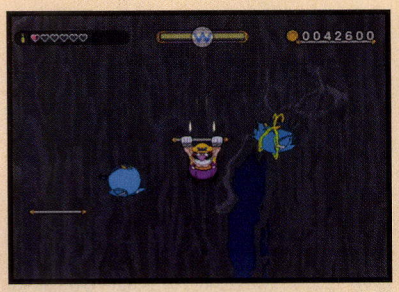
Area 7



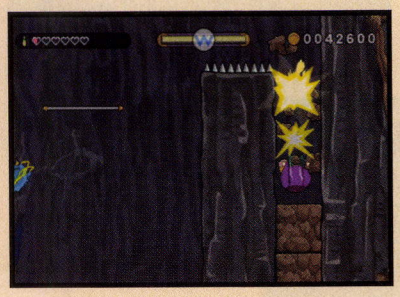
Navigate Area 7's many bars, minding the surrounding spikes as you make your way upward. Make sure to nab all the coins here, especially the two big silvers to the right.

NOTE

Make sure to break the stone block in the middle of this area.



Beware the floating electric Bandinero at the top: It can zap Wario even after he leaps from a bar! Time your jump carefully so that you leap over the enemy and land on the mobile bar beyond.

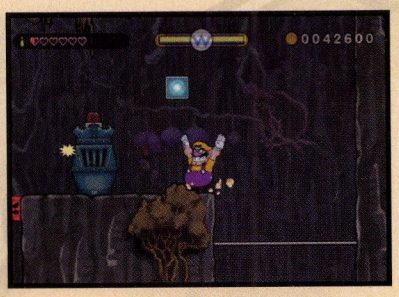


Wait until the roving bar slides to the right, then leap off. Clear the spikes to the right and smash through the long column of stone blocks beyond to reach the next area.

Area 8

Merfle Cage

Wario tumbles into Area 8, landing near the imprisoned Merfle. Whack the checkpoint block and free the little guy, then drop down the pit that opens to the right.

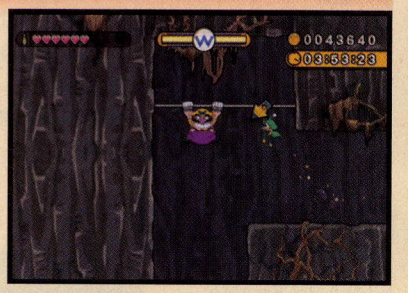


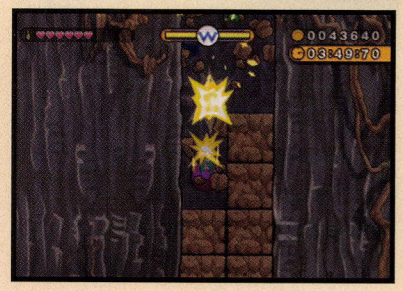
Missions

Treasure

Escape Run

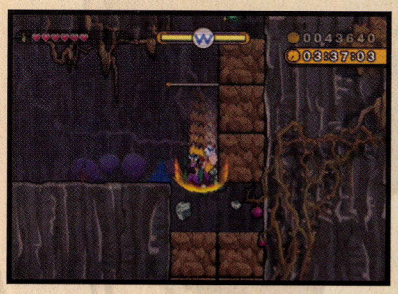
Jump and grab the overhead bar in the next area (Area 9 on the map). Position Wario in the middle of the bar, then press ✚ to let go.



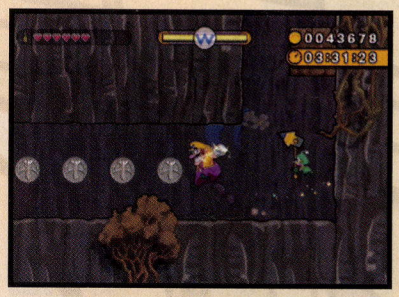


Wario begins smashing through the long double column of stone blocks below. Break the first three or four pairs of blocks, then hold ✚ to veer left, sparing the rest of the blocks on the right.

Wario grabs hold of a lower bar that's directly above an iron block. Swing on this bar and carefully leap up, smashing the blocks to the right until only the bottom three remain. At that point, stop swinging and hang from the bar so you can jump onto the blocks without breaking them.



Jump from the blocks you've spared and tuck into a butt stomp at the apex of your jump. This gives Wario just enough height to supercharge his rump and crash through the iron block below.



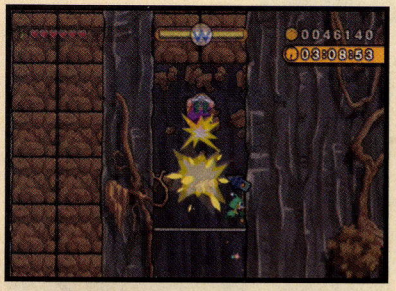
Awesome job; Wario lands in a low trail that's filled with big silver coins. If you've been thorough in your search for coinage, collecting these should bump your total above the 46K mark.

Collect 46,000 coins

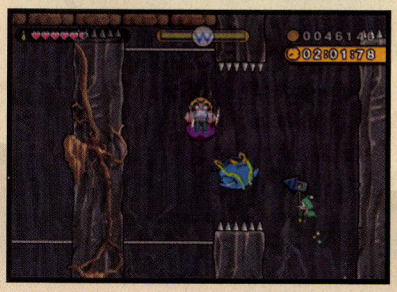
After collecting the coinage, return to the blocks you spared and take a second to smash them all before proceeding to the next area.

TIP

Having trouble getting to those big silvers? Try using butt stomps to set up the stone blocks, rather than tumbling down from the higher bar.

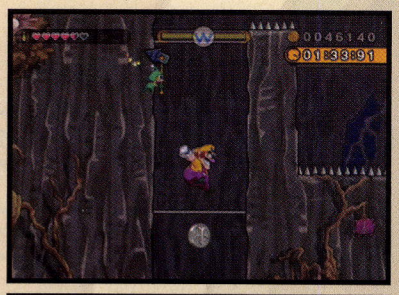


The next area (Area 10 on the map) is mercifully straightforward. Simply jump between the bars to cross the place, making sure to smash every stone block along the way.

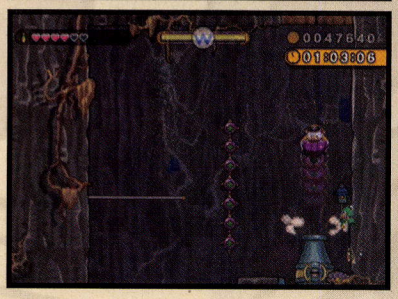


Beware: Area 11 is a danger zone filled with spikes and floating electric Bandineros. To make matters worse, Scarracudas lurk in the bottom lake! Have patience as you navigate this treacherous place, and focus on smashing every stone block you see.

When you reach the final bar, drop to discover some big silver coins floating below. Wario would never forgive you if you missed these!

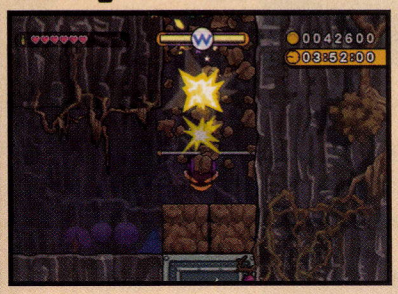


Area 12 is short and sweet; simply use the cannons to launch Wario back up toward the starting gate, smashing stone blocks along the way. If you haven't missed a stone block up to this point, then you've just completed another mission!

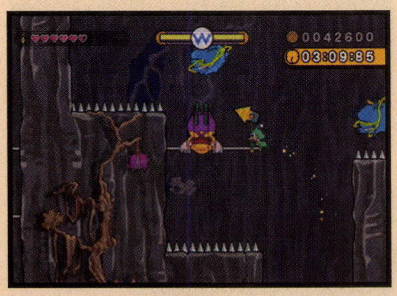


Destroy all stone blocks

Clearing the Time Trial



When competing to win the time challenge, don't muck about with the stone blocks beyond the Merfle cage. Instead, swing from the high bar and press ✚ to crash through them with all speed.



Cut through the next few areas as fast as possible. Don't bother going out of your way to smash blocks; you've already met that objective. Just leap from one bar to the next as fast as you can as you hurry toward the starting gate.

TIP

Once Wario's swinging, there's no need to continue shaking the Wii Remote if you're quick to jump from each bar. He'll keep his momentum.

CAUTION

Area 11's floating Bandineros pose a threat to your speed. Do your best to leap around them, but know that it's sometimes best to hang loose and wait for their lightning to fade.

Finish before the clock hits 2:40:00

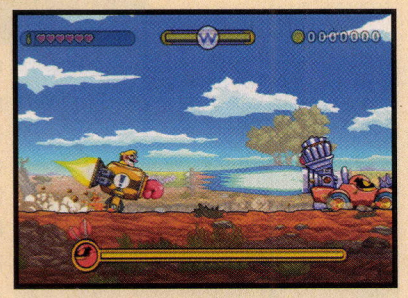
Beat the stage without taking damage

Hot Roderick Race

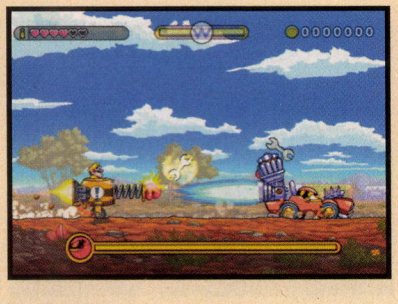
Stage Overview

Ready for a wild ride? Hot Roderick certainly is! This bad boss might be the fastest thing on four wheels, but Wario's the fastest on one! His sweet lone-tire ride handles just like those Run-Down Pyramid unibuckets—except this baby's souped-up with turbos and a giant boxing glove!

Start Your Engines



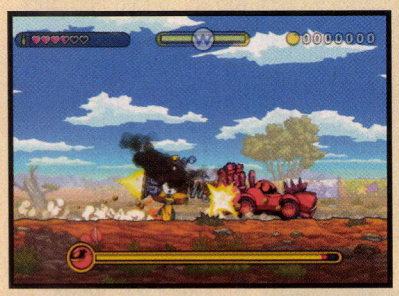
When the race begins, tilt the Wii Remote right to accelerate and begin chasing after Hot Roderick. Tilt left when you catch up with him to slow down; you don't want to touch his searing-hot exhaust flames!



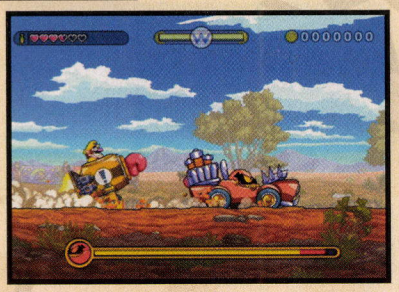
Roderick soon begins tossing wrenches at Wario. Press ① to extend your ride's boxing glove, knocking the wrenches back into Roderick's engine.

TIP

Some of Roderick's wrenches fly higher and farther than others. Watch how they travel through the air, and adjust your speed to hit them.



Whack three wrenches back at Roderick's engine to stall it and shut off its exhaust flames. Roderick's ride is now vulnerable; speed forward and punch it as many times as you can!

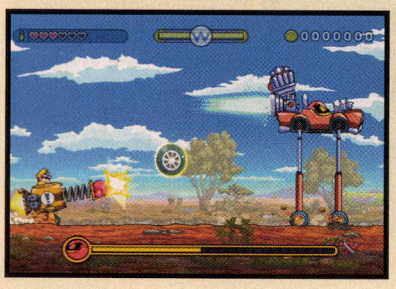


Careful: It's not long before Roderick gets his engine running again. Slow down when you hear his motor rev up to avoid being scorched by the imminent exhaust.

Missions

Treasure

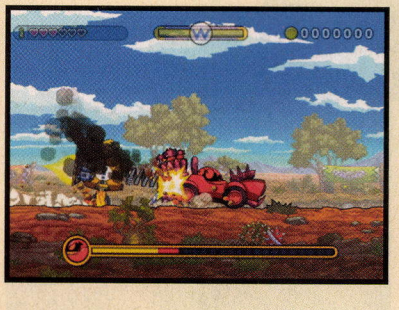
Roderick Gets Tired



Repeat this strategy until Roderick extends his wheels, lifting his ride skyward. Now Roderick hurls tires back at Wario; back off and whack each one upward at Roderick's engine.

NOTE

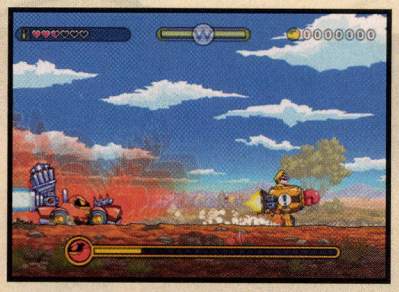
Tires with alloy rims bounce when they hit the ground. Gold-rimmed tires don't bounce; they just roll along the ground.



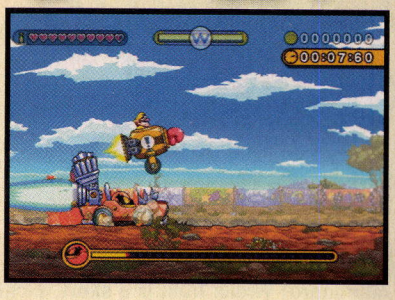
Knock three tires into Roderick's engine to stall it, then speed up and whack Roderick's ride. Get in as many hits as you can before his engine revs back up.

Sneak Attack

Eventually, Roderick slams on the brakes and lets Wario pass. He's up to something! Speed up to keep ahead of Roderick, giving yourself time to react to whatever he might do.

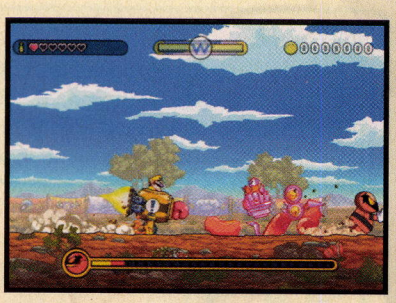


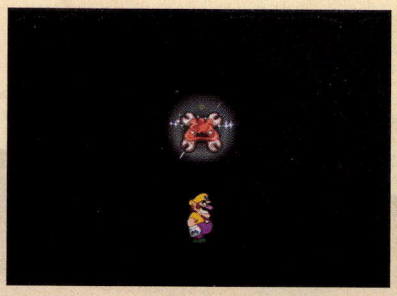
Within moments, Roderick revs his engine and rushes forward, trying to ram Wario from behind. Quickly press ② to jump this fast attack, then be ready to knock more tires back at Roderick when the race resumes.



Road Debris

After suffering heavy damage, Roderick's ride crumbles to pieces, leaving the racer with nothing but his running shoes to sprint on. Punch the hunks of debris to avoid being struck, then speed up to finish off the defenseless racer.

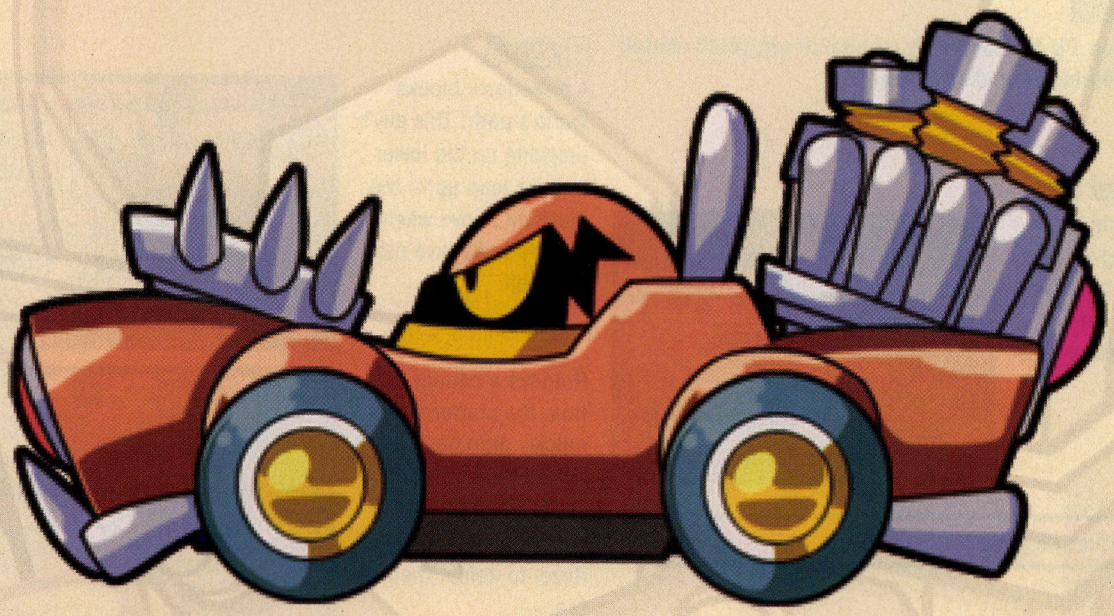




Beaten at his own game, Roderick has no choice but to surrender his boss emblem to Wario. Well done!

TIP

Now that you've bested another boss, check the Pirate Shop to find a new heart vessel in stock!



WARIO LAND SHAKE IT!

Wreck Train

Stage Overview

All aboard! Wreck Train is a short, exciting level that takes place on a giant runaway train. The challenge is comparatively low here and the escape run is one of the most thrilling you'll find. Next stop: fun and adventure!

Missions

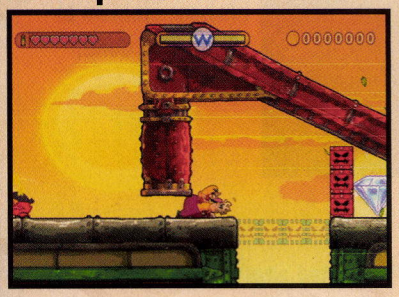
- Finish before the clock hits 1:55:00
- Beat the stage without taking damage
- Collect 50,000 coins

Treasure

Perfect Disguise
Hotter Sauce
Diamond Lightbulb

Area 1

Rooftop Run



Wario begins on the train's windy roof. Run right, dropping into a hole to reach the next area.

NOTE

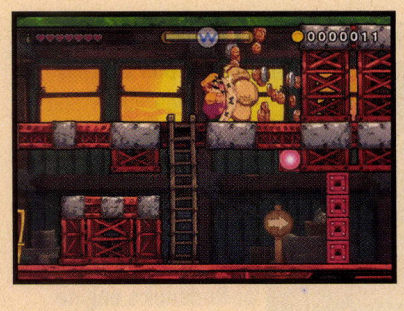
Area 1's diamond isn't reachable yet; you'll snatch it during your escape run.

Area 2

All Steamed Up

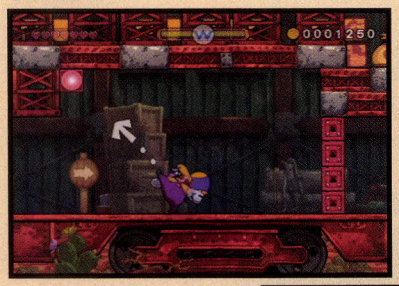
This area sports an active steam geyser. Butt stomp the geyser's lid to close it so you can reach the treasure chest below.

Perfect Disguise



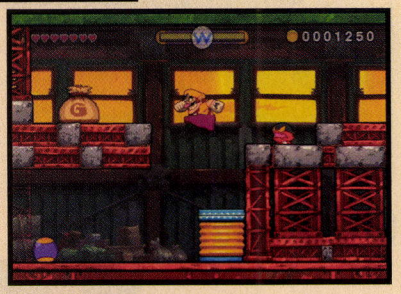
Climb the ladder beyond the chest to find a bag of coins. Shake out your loot, then climb back down and hit the red switch to open the way forward.

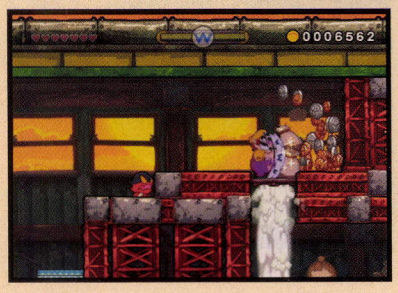
Area 3



This area's red switch can't be reached with a jump; instead, toss the nearby ball at the switch to hit it.

Wario's not much of a musician, but he does play a mean accordion block! Bounce off this one to reach a big coin bag on a high platform.



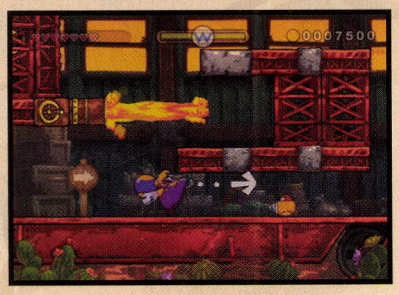


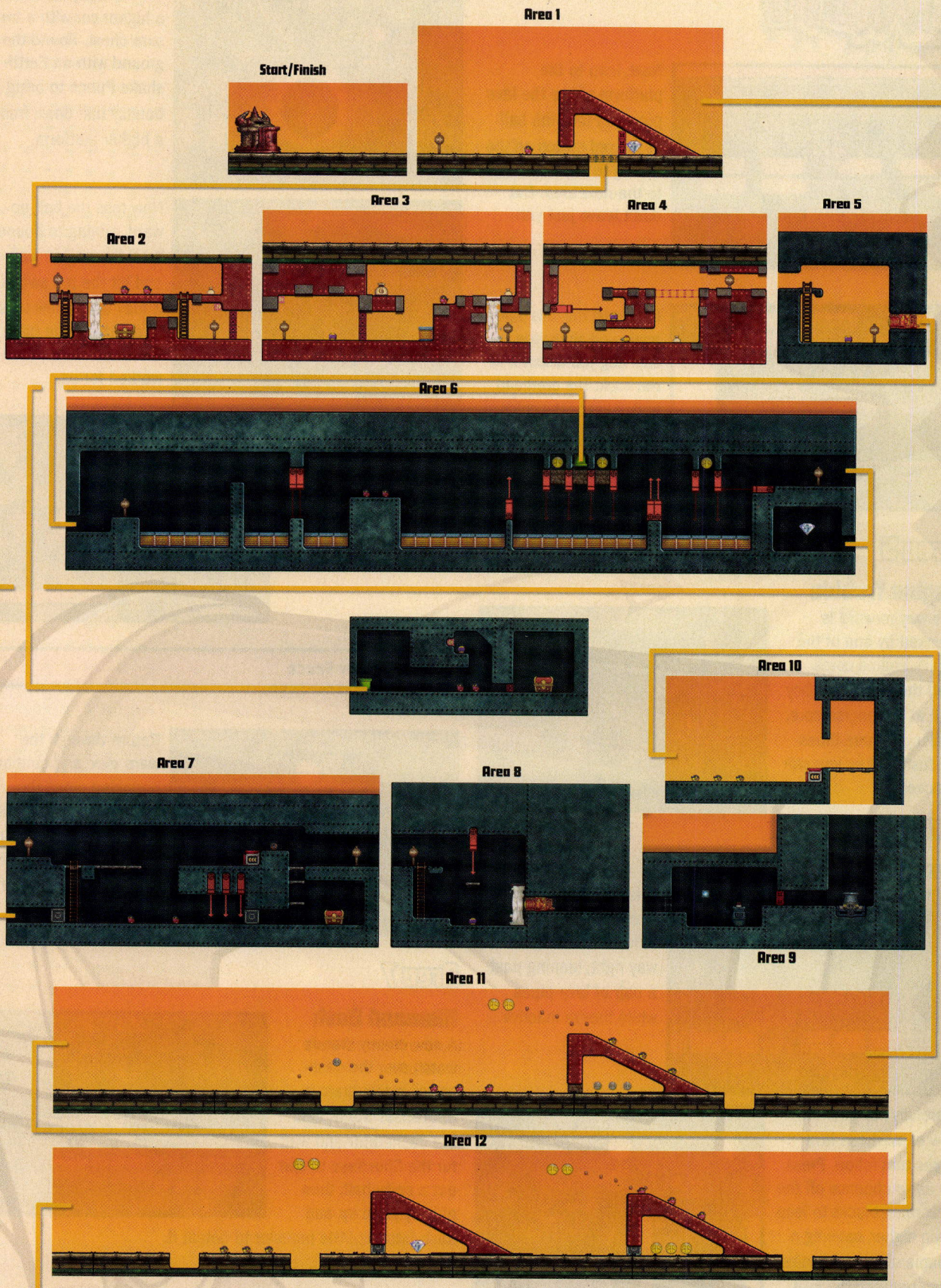
Shake coins from another coin bag to the right, then butt stomp the nearby steam geyser's lid to seal it and proceed.

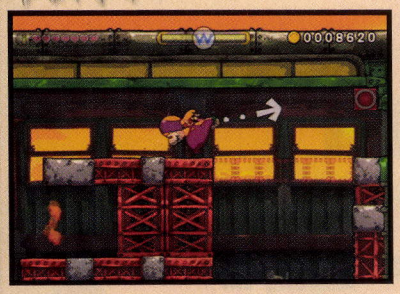
Area 4

A Nosedozer blocks Wario's path! This guy's plugging up the lower trail, so leap up to the platform above when the overhead lava pipe shuts off.

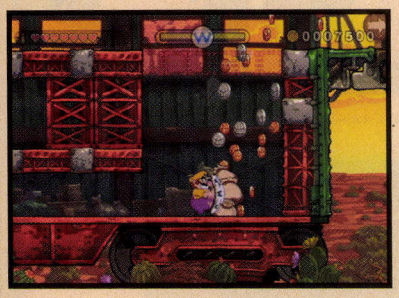
Retrieve a bouncy ball from the platform and quickly drop back down before the lava pipe starts up again. Toss the ball at the Nosedozer to defeat the little foe.




Start/Finish
Area 1
Area 2
Area 3
Area 4
Area 5
Area 6
Area 7
Area 8
Area 9
Area 10
Area 11
Area 12



Next, leap to the platform above the lava pipe and toss the ball at the red switch on the ceiling to form a bridge to the next area. But don't leave just yet!

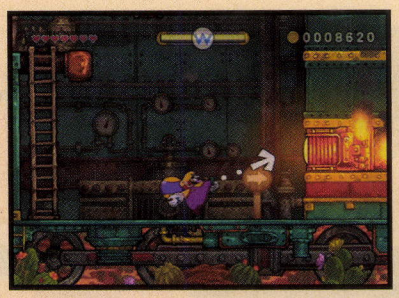


Drop past the lava pipe again and shake the coin bag you discover in the nook. The overhead bridge keeps the coins from flying too far. With the coins collected, cross the bridge and proceed to the next area.

Area 5

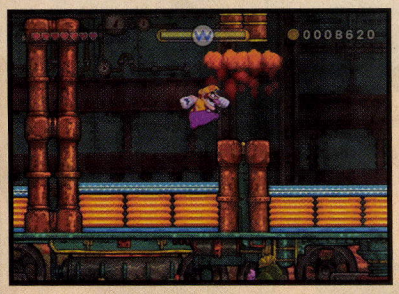
Engine Trouble

The way forward is blocked by one of the train's engine cores. Hurl the nearby bouncy ball at the engine core, striking it three times to destroy it so you can proceed.

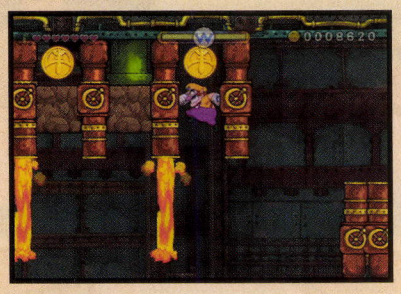


Area 6

Accordion Block Action

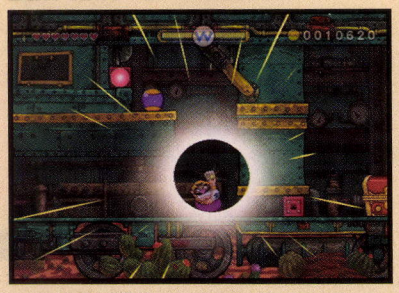


This area's floor is covered with accordion blocks. Bounce your way right, leaping past a pair of lava pipes while they're inactive.

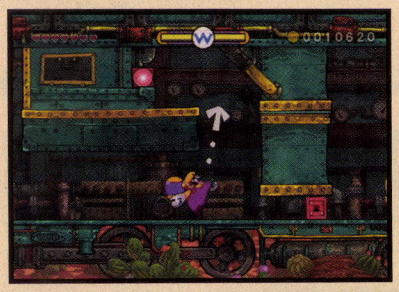


Carefully navigate the row of overhead lava pipes that follow. Press ② as you bounce off the accordion blocks to leap even higher, nabbing a couple of big gold coins from between the lava pipes. Then bounce up and hold ✚ to squeeze into an overhead warp pipe.

Ball Toss for Treasure



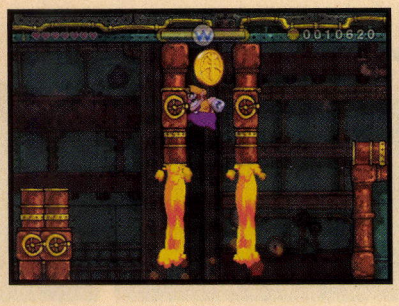
The warp pipe leads to a higher car with a treasure chest. Pound the ground with an Earthshake Punch to bring a bouncy ball down from a higher platform.



Now toss the ball upward, aiming to bounce it off the angled wall and hit the red switch. It may take a few tries to get the angle right; the setup shown here worked for us.

With the switch hit, the crawlspace toward the chest becomes passable. Head through to claim your reward!

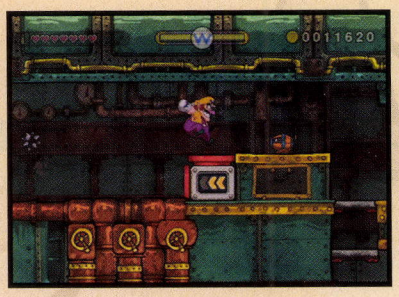
Hotter Sauce



Return through the warp pipe and continue bouncing along the accordion blocks. Don't miss the big gold coin that floats between the final overhead pair of lava pipes!

Area 7

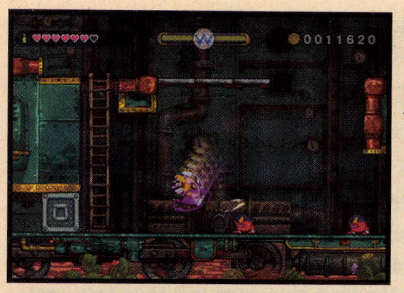
Diamond Dash



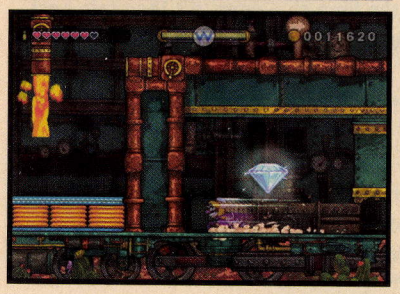
A new enemy stands watch over the dasherator in this area: a Shortfuse! Stand near the dasherator and wait for the Shortfuse to spit out a spiky ball, then quickly jump up and dash into the little monster to defeat it.

Missions

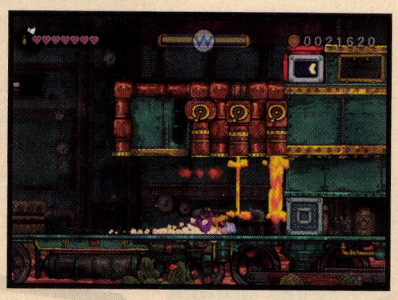
Treasure



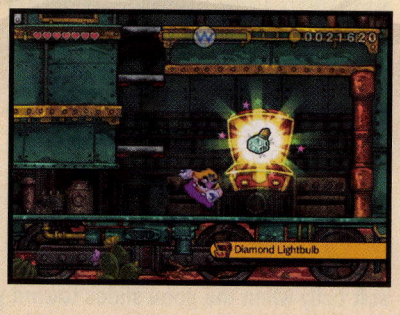
Squeeze into the dasherator and then sprint off the ledge. Smash through the iron block below to return to the previous area.



Wario slams into a wall in Area 6, coming to a stop right near a diamond! Nab the precious jewel before returning to Area 7.



Return to the dasherator (watch out for the respawned Shortfuse!); this time, change direction when you land at the bottom. Duck and slide to avoid being burned by the lava pipes to the right.

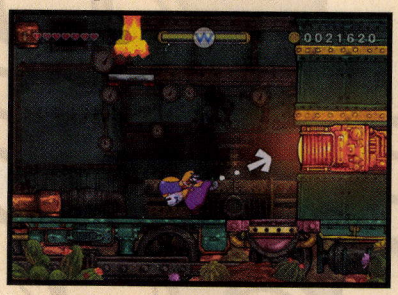


Wario skids under the lava and crashes through another iron block, landing right near the stage's final treasure chest. Nice!

Diamond Lightbulb

Area 8

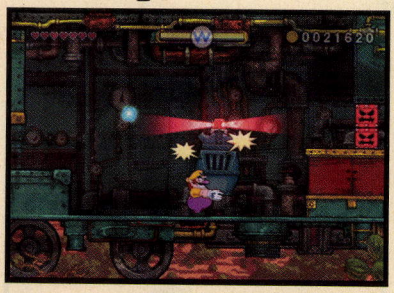
All Stop



Another engine core needs taking care of in this area, but it's shielded by a steam geyser. Butt stomp the steam geyser's lid to expose the engine core, then quickly grab and toss the nearby ball at it. Hit the engine core three times to destroy it, bringing the train to a screeching halt.

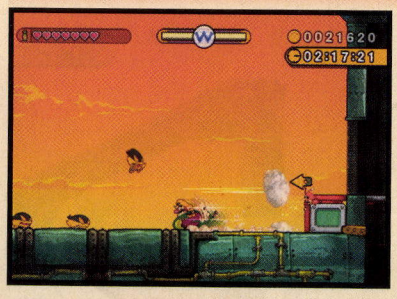
Area 9

Merfle Cage



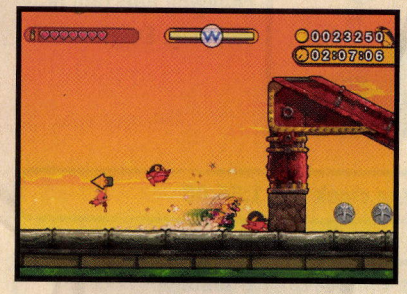
Well done; you've located the trapped Merfle. Hit the checkpoint and shake the cage, then hurry right to find a cannon.

Escape Run



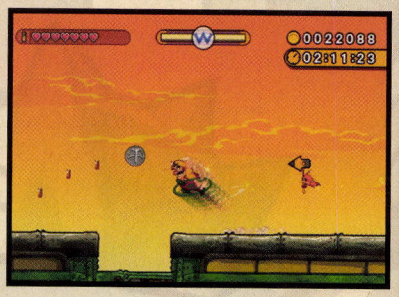
Use the cannon to reach a dasherator on top of the train. Climb into the dasherator and begin speeding left along the roof.

Sprint straight over the shallow pit in the next area (Area 11 on the map) and scale the ramp beyond. Jump from the ramp's edge to collect the bronze and big gold coins floating high above.



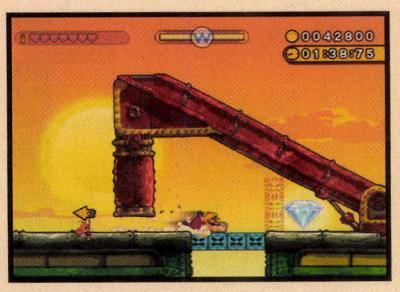
Change direction after you land and sprint right. Crash through a stone block to collect some big silver coins from beneath the ramp, then change direction again before you hit the wall and stop.

Wario won't fall into the next shallow pit while dashing, but leap it anyway to nab the arc of coins hovering above.



Repeat these tactics in the next area (Area 12 on the map), leaping off the ramps and then changing direction to swipe the loot that lies beneath. Don't jump the shallow pits beyond the second ramp; Wario can simply dash right over them.

Area 12 leads back to Area 2. Drop from the ramp, change direction when you land, and then duck to slide and claim Area 2's diamond. This final gem rockets your coin total well over your 50K goal; return to the starting gate to call it a day.



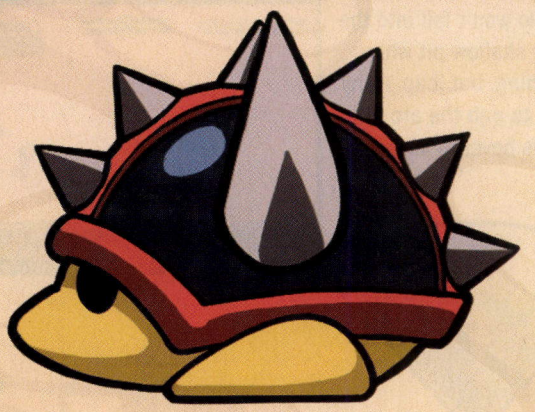
Collect 50,000 coins

Clearing the Time Trial

Completing the time trial is a cakewalk here: Simply dash along the top of the train without changing direction or stopping. Easy!

Finish before the clock hits 1:55:00

Beat the stage without taking damage



Stonetooth Cave

Stage Overview

Wario's search for wealth and Merfles has brought him to a remote cavern filled with the fossils of giant dinos. You'll need to make at least two runs through this level to meet all of its goals: one pass for treasure and coin collection, and another for speed. It's not easy avoiding the fossil blocks here, especially when trying to complete the time challenge. It's therefore best to dodge them during your treasure hunt—or on a third playthrough!

Missions

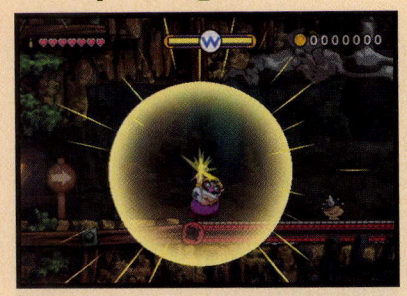
- Finish before the clock hits 1:55:00
- Beat the stage without taking damage
- Collect 50,000 coins
- Don't touch any fossils

Treasure

Fossilized Drumstick
Gold-Handled Bucket
Kissing Stapler

Area 1

Conveyer Danger

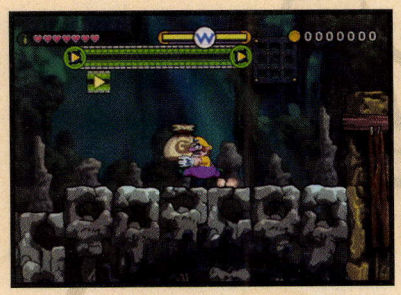


Wario sees an odd sight here: A Bumbleprod is getting some exercise by running on a conveyer belt! Slam the ground with an Earthshake Punch to flip the Bumbleprod onto its back, then jump on its soft belly when the goon slides toward you.

TIP

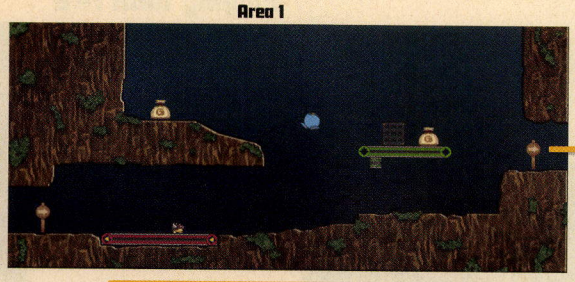
A conveyer belt's arrows tell you which way it's moving. If the arrows are dim, the conveyer belt isn't running.

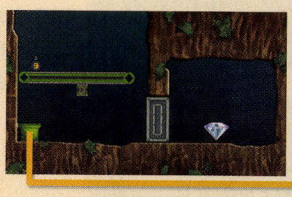
Jump and hit the control switch beneath the next conveyer belt to start it. Grab the big coin bag that drops from the conveyer belt and then quickly run away before a steel block falls.

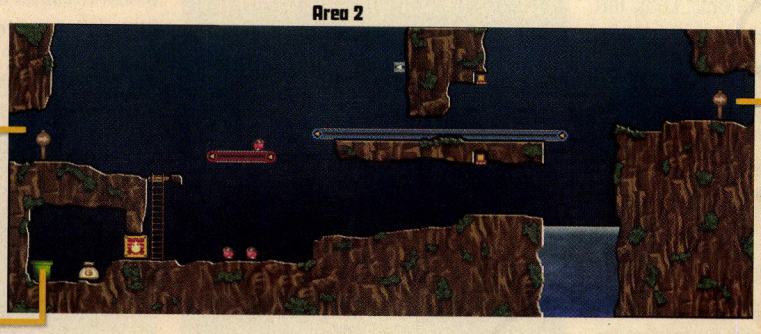


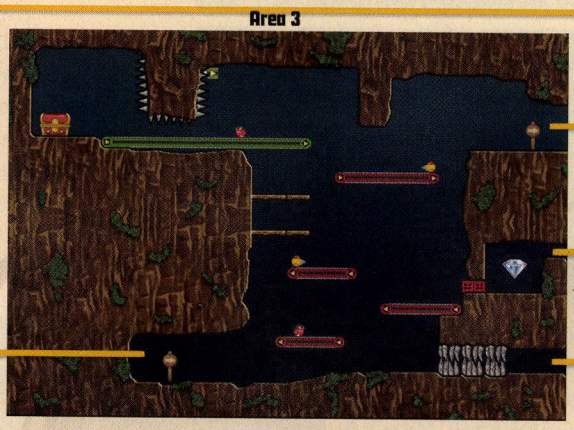
Walkthrough: Rocking Range

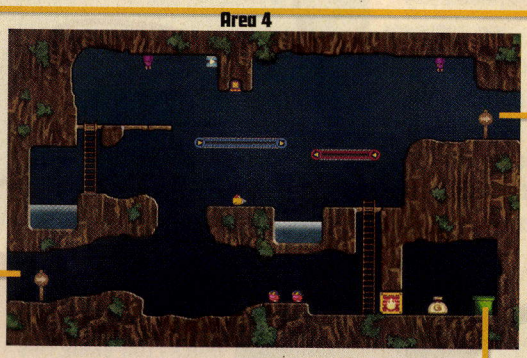
Start/Finish

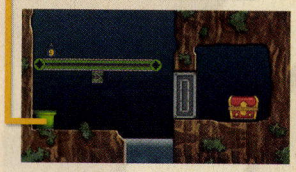

Area 1



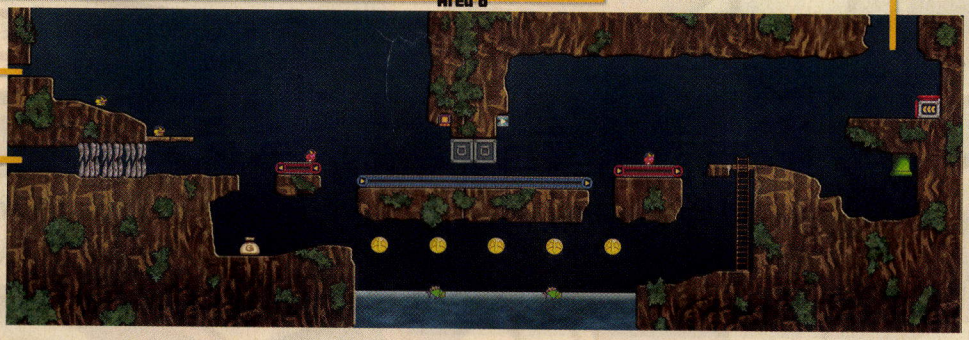

Area 2


Area 3


Area 4



Area 5

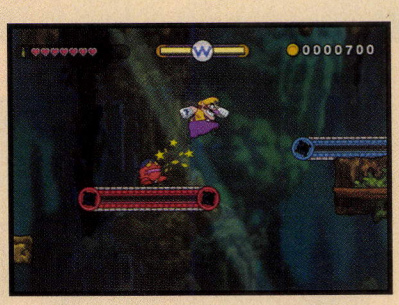

Area 6

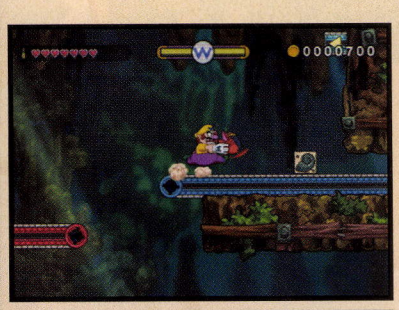
Hit the control switch again to stop the conveyer belt, then use the steel block to jump onto the belt. Leap left and bounce off a floating Bandinero to reach a far ledge, where you discover another big coin bag.

Area 2

Fun with Fossils

The moment you enter this area, immediately leap to the red conveyer belt ahead and jump on the Bandinero's head to stun it. Quickly grab the Bandinero before it falls and then leap to the blue conveyer belt ahead.





Careful: Endless fossil blocks roll along this conveyer belt! Jump the fossils and don't touch any of them to preserve your chances at completing one of this stage's missions.

Hop the fossils until you're ready to toss the Bandinero you're holding at the control switch above. Hit the switch to change the conveyer belt's direction, sending the fossils to the right.

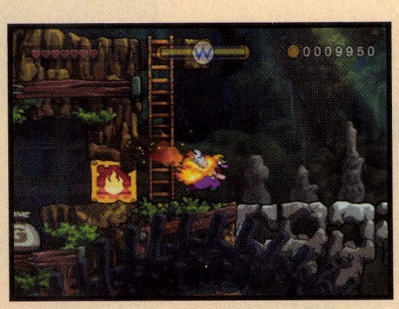
TIP

If you don't care about touching the fossils, you can simply leap off of one of them to hit the control switch.

Ah, fossils. Those things are tough to avoid! I was stuck here for a while before I realized that I had to toss an enemy at the conveyer belt's control switch. Sneaky!

Playing with Fire

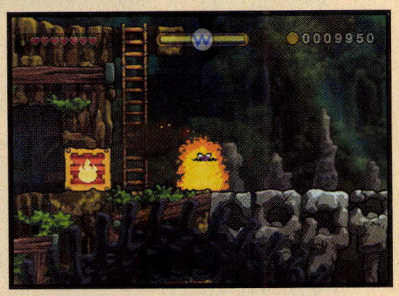
Don't ride the blue conveyer belt just yet; drop to explore the lower portion of the area, where you notice a generator block that's dropping fireballs (known as Flimflam). Touch one of the fireballs to set Wario's backside aflame.



His rear on fire, Wario panics and starts running. Let Wario bounce off the red bonfire block to the left.

The flames spread up Wario's back when he hits the bonfire block. Wario also changes direction to begin running right. Let him bounce off a short wall, making the flames even worse.

Wario becomes fully engulfed in flames the second time he hits the bonfire block. Move left and touch the bonfire block while Wario's all fiery to destroy it.



Shake out the big coin bag you find beyond the bonfire block, then squeeze into the nearby warp pipe.

Blasting for Valuables

The warp pipe leads to a small room. A bomb sits atop a conveyer belt; hit the switch to start the belt and drop the bomb near an iron block, then perform an Earthshake Punch to light the bomb's fuse.

Missions

Treasure

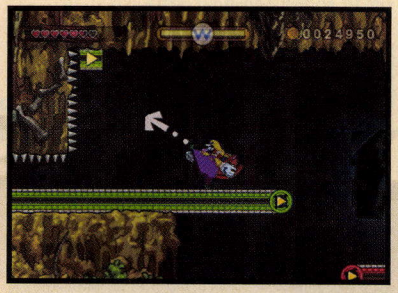
The bomb blows away the iron block, letting Wario nab the diamond beyond. Nice!

Head back through the warp pipe and return to the fossil-toting conveyer belt. Inch through the narrow crawlspace, being careful not to touch any of the fossils that fall from the generator on the other side. Leap to the far ledge and continue to the next area.

Area 3

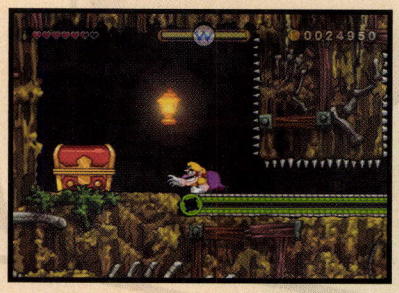
Exercise Room

Jump your way up to this area's highest conveyer belt, where you see a Bandinero getting its heart rate up. Stun the Bandinero and toss it at the control switch above to shut off the belt.



CAUTION

Careful when scaling this area's conveyer belt platforms: Nosedozers jog on some of them, and you don't want to touch their pointy drills!



Crawl along the conveyer belt to avoid touching the spikes; open the chest beyond to claim your first treasure from this stage. That's all there is to do here for now; make your way to the next area.

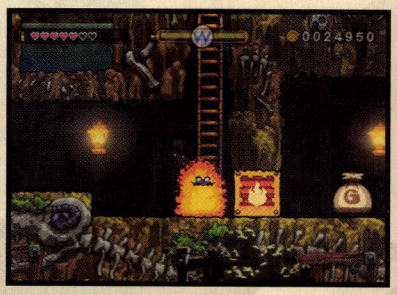
Fossilized Drumstick

Area 4

Make your way to this area's upper-left platform, where Wario is attacked by a Spinbat. Dodge the Spinbat's dive attack, then jump and bounce off its head to stun it. Grab the Spinbat and then toss it at the nearby control switch.

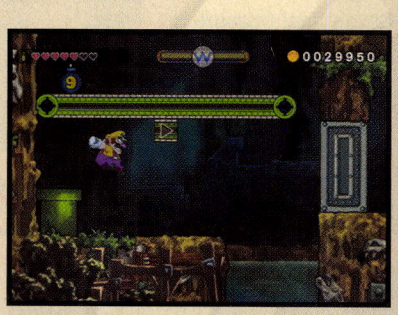
Hitting the control switch changes the blue conveyer belt's direction, causing fiery Flimflam to fall to the bottom of the area. Follow the Flimflam down and light Wario up to start him running.

Bounce between the short wall and bonfire block down here until Wario's completely covered in flames, then touch the bonfire block to destroy it. Shake the big coin bag in the nook beyond for loot and then duck into the nearby warp pipe.



Bombs Away

The warp pipe leads to a familiar room. Hit the switch to start the overhead conveyer belt, advancing a bomb toward a big iron block.



There's water beneath the conveyer belt, so don't let the bomb fall: Hit the control switch again to stop the belt when the bomb nears the edge. Let loose an Earthshake Punch to start the bomb's timer, then start the conveyer belt when the bomb's about to blow.

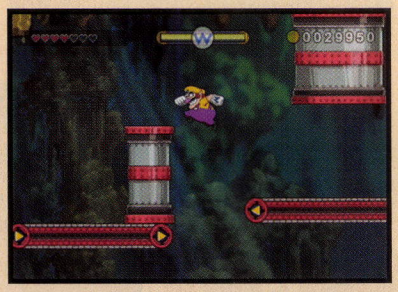
Claim your reward from the treasure chest beyond the iron block, then return through the warp pipe and proceed to the next area.

Gold-Handled Bucket

Area 5

Belts and Pistons

Pistons move up and down atop a trio of conveyer belts here. Jump from the middle belt to reach the top of the first belt's piston.



When the piston lifts you up, leap left to reach a chest on a ledge. Stonetooth Cave's final treasure is yours!

Kissing Stapler

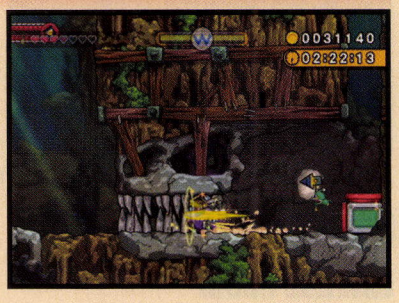
Now leap across the pistons to claim a coin bag from the one on the right. Don't dash-jump or you might destroy the coin bag!

Merfle Cage

With the area looted, cross the conveyer belts to reach the checkpoint and trapped Merfle. Hit the checkpoint and shake the cage to begin your escape.

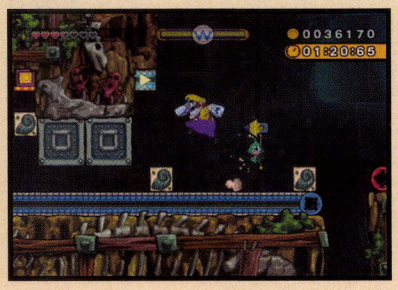
Escape Run

After freeing the Merfle, drop down the pit to the right. Wario lands atop a dasherator; use it to get moving and smash through the dino teeth to the left. Keep dashing through more dino teeth and drop into a pit to reach the next area.

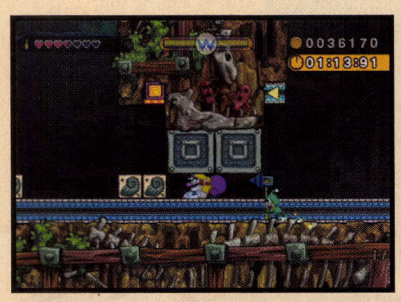


NOTE

Ignore the warp pipe that's opened up in the ground; it's just a slower way of entering the next area.



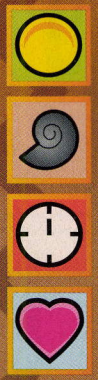
Ignore the dasherator you land near in Area 6; you don't need it. There are more fossil blocks on a conveyer belt here; jump to avoid these fossils and hit the overhead switch to change the belt's direction.



Ride the conveyer belt to explore the other half of the area, but mind those falling fossils!

Drop from the belt and grab a big bag of coins from a lower ledge. Shake out your coinage and then drop into the pool to the right.

Missions



Treasure

Jump to grab the big gold coins that hover above the water, but watch out: Scarracudas lurk down here!

With the area fully pillaged, return to the conveyer belt and ride along it once more. Jump onto a giant dino skull beyond and crawl through a narrow opening to reach the next area.

The crawlspace leads back to Area 3, dropping Wario in a nook he couldn't enter before. Wario lands on a giant diamond, rocketing his coin total well above the 50K target!

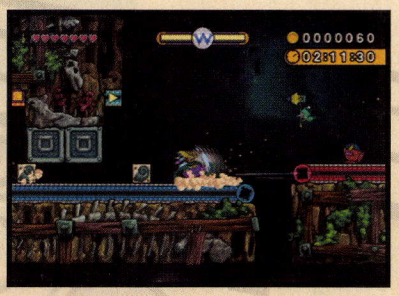
Collect 50,000 coins

You've got your coins and treasure; now you just need to return to the starting gate. Head left, being careful to avoid the fossils back at Area 2. If you haven't touched a fossil block yet, passing these ensures you'll complete a mission!

Don't touch any fossils

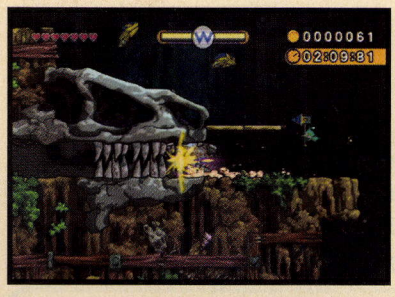
Clearing the Time Trial

When going for speed, take advantage of Area 6's dasherator. Start dashing and leap the area's first red conveyer belt, then sprint along the blue belt with the fossils. Wario crashes straight through the fossil blocks; let him smash through the pair of iron blocks as well.



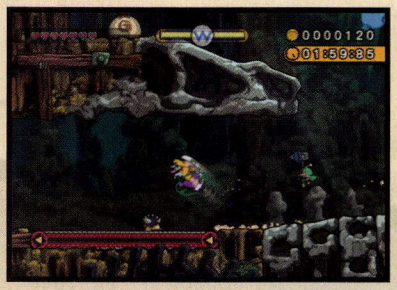
NOTE

Don't bother trying to dodge fossils when going for speed—it's practically impossible.



Leap the second red conveyer belt and then dash straight through the dino teeth beyond. Cut straight through Area 3 without stopping.

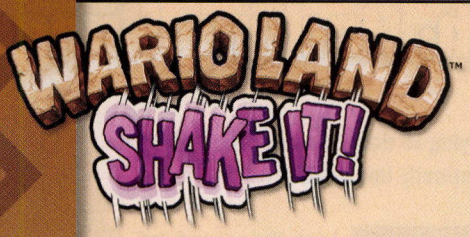
Don't leap the gap in front of the blue fossil belt in Area 2; dash straight across it and slide to slip through the narrow crawlspace. Stop sliding and continue dashing once you're through.



Now simply leap Area 1's red conveyer belt to avoid hitting the jogging Bumbleprod. Rush into the starting gate to record a record escape time!

Finish before the clock hits 1:55:00

Beat the stage without taking damage



Its-all Mine

Stage Overview

Its-all Mine is a good-size stage with lots to see and do. It also happens to be one of Wario's favorite sayings! Everything's here for the taking at Its-all Mine, and if your skills are sharp, you can take everything in just one playthrough.

Missions

- Finish before the clock hits 1:35:00
- Collect 50,000 coins
- Defeat the golden enemy
- Defeat three enemies at once with a ball

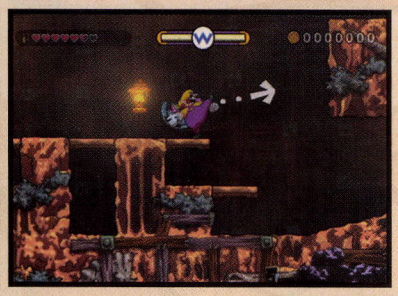
Treasure

Pterodactyl Stew
Gold Press-on Nails
Really Tempting Apple

Area 1

Mining for Diamonds

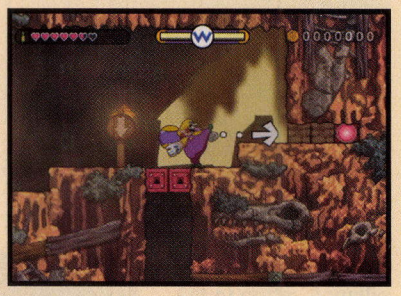
A short distance into the mine, Wario notices a Pitchfork enemy that's trapped in a pit. Slam the ground with an Earthshake Punch to knock the Pitchfork upward.



Grab the stunned Pitchfork and toss it at the high wall to the right. The little goon becomes stuck in the wall thanks to its pointy head!

Quickly jump onto the stuck Pitchfork, holding ② to bounce off and reach the ledge above. Hey, there's a diamond up here!

Having a Ball



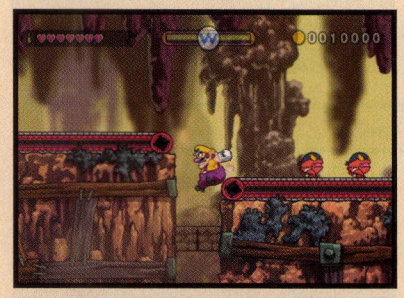
Use another Earthshake Punch to free a bouncy ball from a similar pit to the right, then toss the ball at the tiny stone blocks lodged in the far right wall. Destroy both blocks with the ball, then hit the switch beyond to open a pit to the next area.

Area 2

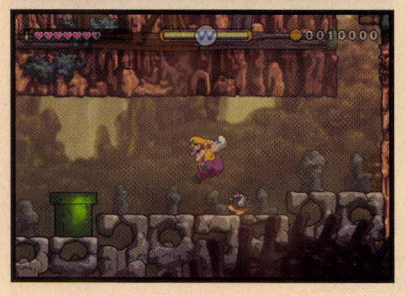
There's not much to do in this little place. Play with the roaming Bandineros if you like before proceeding to the next area.

Area 3

Belts and Pitchforks



Carefully avoid the leaping Pitchforks as you explore this long area. Use a butt stomp to smash through two tiny stone blocks that lie between the last two conveyer belts.

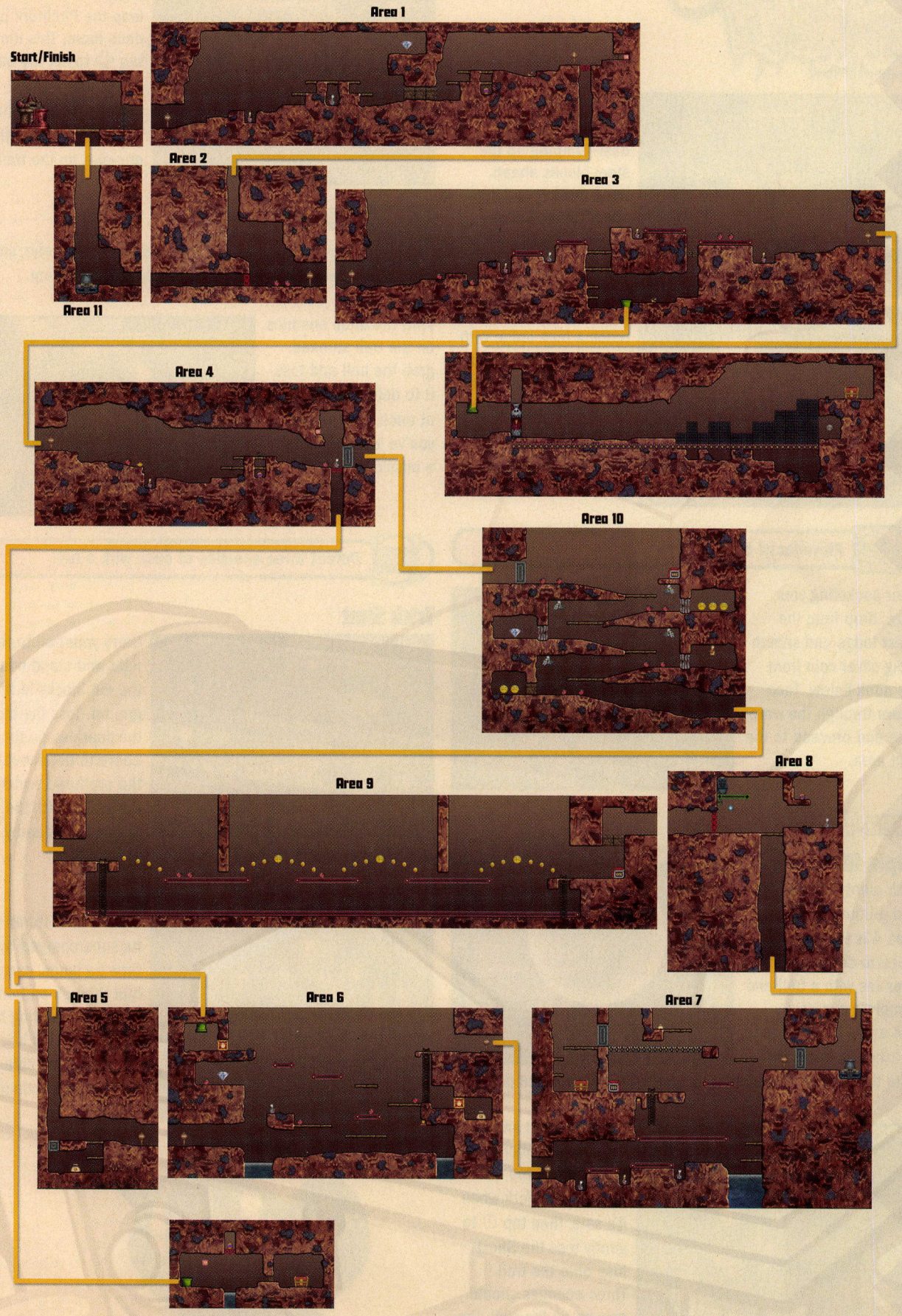


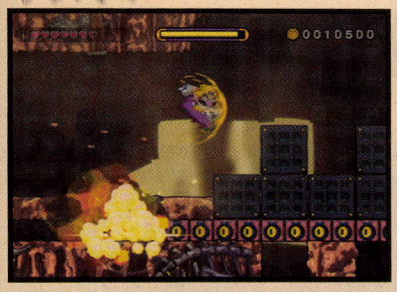
Wario lands near a Bumbleprod; avoid or defeat this pest, then squeeze into the warp pipe ahead.

Blast and Dash

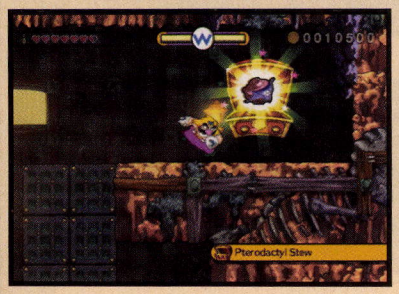
The warp pipe leads to a long chamber whose floor is lined with bomb blocks. A scary-looking up/down pillar stands in Wario's way. Raise the up/down pillar with an Earthshake Punch, then start dashing right, chasing the trail of exploding bomb blocks.

Walkthrough: Rocking Range





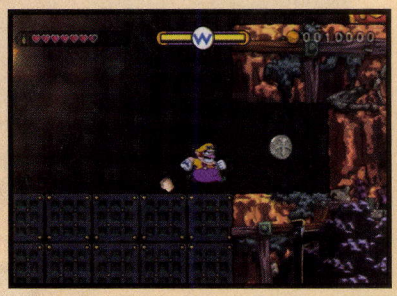
Catch up with the bomb blocks, then begin dash-jumping up the steel blocks ahead. Keep moving and keep ahead of the chain reaction below.



If you're fast, you can reach a high ledge with a treasure chest before the bomb blocks cause the steel blocks to fall. Dash into the chest to claim your reward!

Pterodactyl Stew

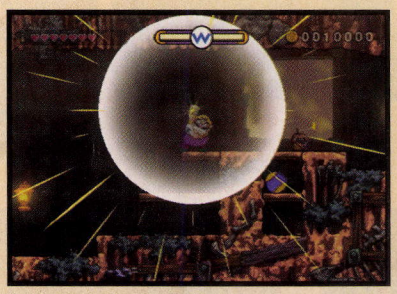
After pocketing your prize, drop from the chest ledge and snatch a big silver coin from the nook below. Then return through the warp pipe and proceed to the next area.

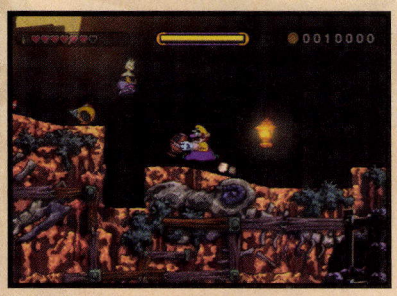


Area 4

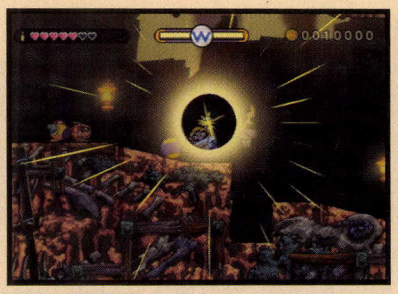
Triple Hit

With plenty of enemies and a bouncy ball, Area 4 is the perfect place to defeat three enemies with a ball and complete a mission. Use a few Earthshake Punches to free a ball from the central pit, stunning a nearby Shortfuse in the process.





Leave the ball and carry the stunned Shortfuse to the left. Jump the leaping Pitchfork when it's safe, then tap ① to gently toss the Shortfuse onto the trail. Three enemies should now be on the trail: the Shortfuse you've just tossed, a Bandinero, and a Nosedozer.

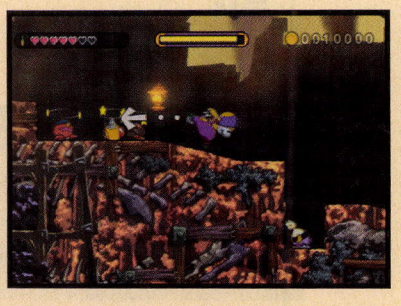


Return for the ball and leap the Pitchfork pit once more. This time, tap ✚ to set the ball down, then quickly perform an Earthshake Punch to stun the three enemies on the trail.

TIP

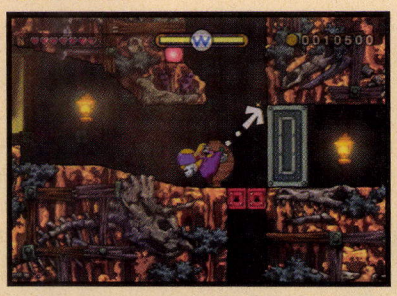
If you defeat any of these goons by mistake, simply leave the area and return to respawn them.

With the three enemies on the trail stunned, grab the ball and toss it to defeat all three at once. Nice work; you've just completed a mission!



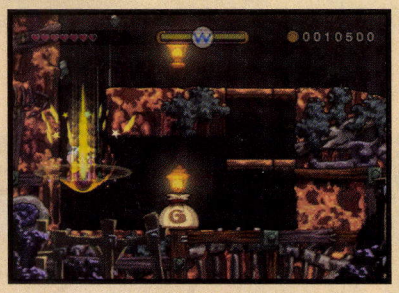
Defeat three enemies at once with a ball

Trick Shot

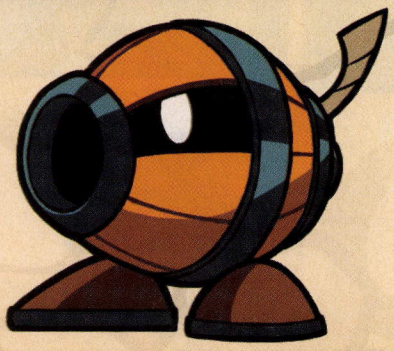


Carry your ball to the right and stand near the red blocks in the ground. Toss the ball at the sparkles on the wall above to bounce it into the overhead switch. Hit the switch with the ball to open the nearby pit, then drop in and curl into a butt stomp as you fall.

Area 5

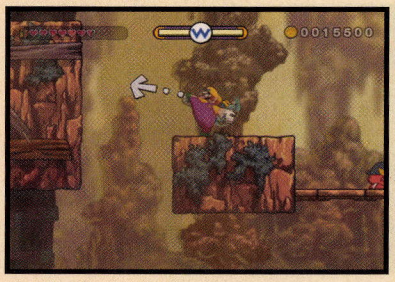


Wario's butt stomp will be supercharged by the time he lands, carrying him through an iron block and landing him near a big coin bag. Shake out the coin-age before continuing onward.

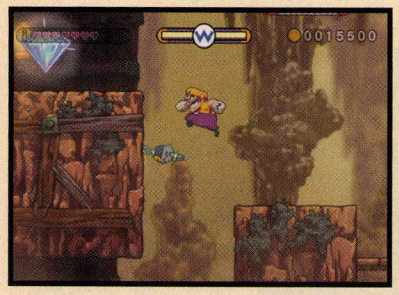


Area 6

Pitchfork Pitch



Before messing with this area's fiery Flimflam, scale the platforms to locate a Pitchfork that's just standing around. Stun this Pitchfork with an Earthshake Punch, then toss it at the left wall.



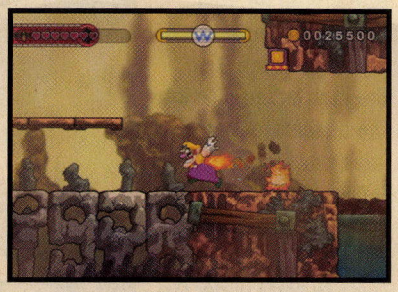
With the Pitchfork lodged in the wall, jump over and hold ② to bounce off the goon's back. Land on a higher ledge and collect a shining diamond.

TIP

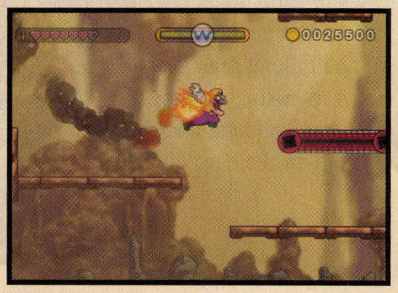
Shake the sleeping Bandinero near the diamond for a huge clove of garlic.

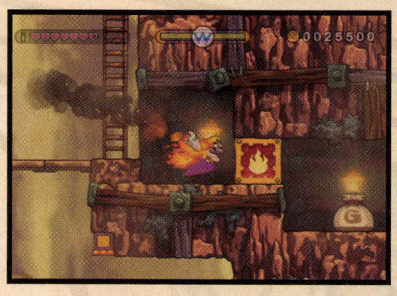
Flimflam Fun

Return to the Flimflam dispenser and touch one of the fireballs after it falls to set Wario ablaze. Jump up the platforms as Wario dashes to the left.



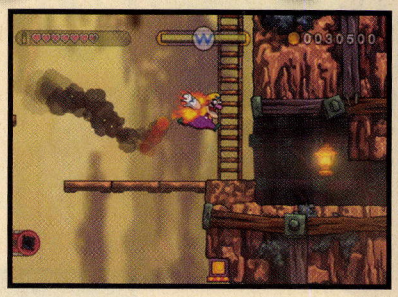
Make two jumps and then let Wario bounce off a short wall. Jump the gap to the right and land on a conveyer belt.



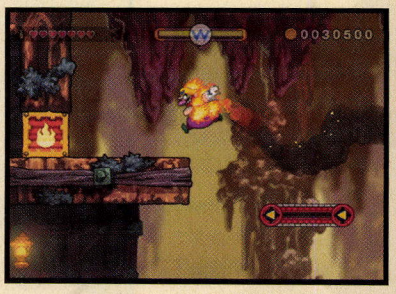


Jump the next gap and then allow Wario to bounce off a bonfire block that's lodged in the right wall. Continue to let Wario bounce back and forth between the bonfire block and the short lip to the left until he's consumed by flames, then touch the bonfire block to destroy it. Shake loot from the big coin bag in the nook beyond.

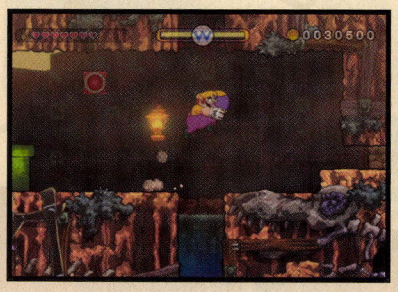
You aren't finished here yet! Return to the Flimflam generator and repeat the steps outlined above until you reach the coin bag nook. This time, jump before you enter the nook and bounce off the wall near the ladder.



Leap the conveyer belts as Wario rushes left, climbing to a high ledge with a bonfire block. Wario becomes fully engulfed after he bounces off the bonfire block; break the block to access a warp pipe in the nook beyond.



Game of Catch



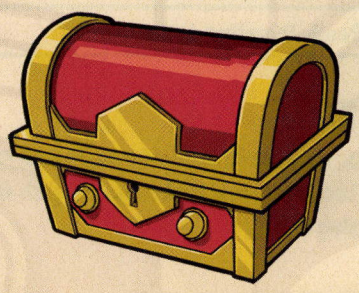
The warp pipe leads to a small room. Jump up and whack a red switch to make a ball fall from above, then quickly leap forward and grab the ball before it falls into the water below.

TIP

If you miss the ball, leave and reenter to try again. Remember to hit the red block before leaving the area, or the ball will drop straight into the water when you return.

Use the ball to break the tiny stone block in the crawlspace to the right, then squeeze through to claim a treasure from the chest beyond.

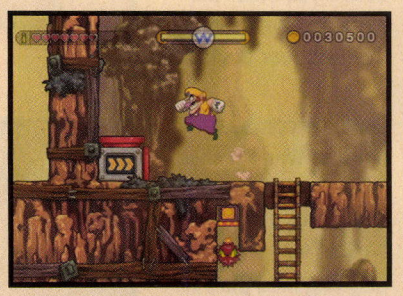
Gold Press-on Nails



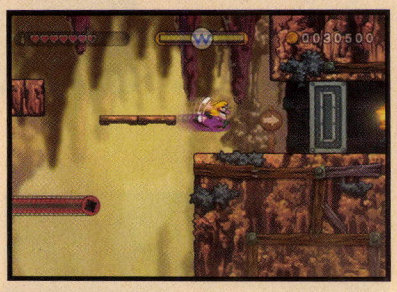
Area 7

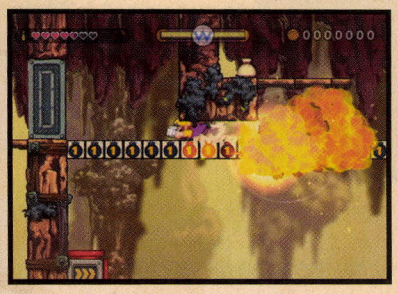
Bombing Run

Jump carefully to avoid the Grunchin on the conveyer belt in this area. Climb the ladder beyond the Grunchin belt to reach a dash-erator. Climb inside to start dashing.



Jump from the conveyer belt ahead to reach a ledge with an iron block. Smash through the block, then hit ✚ to change direction.

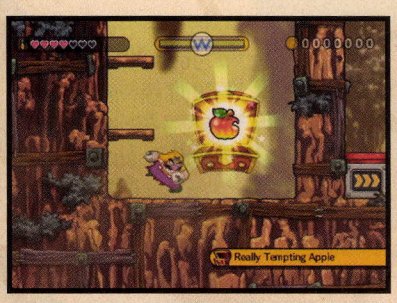




Tap ② twice to make two short hops, landing on a long row of bomb blocks. Immediately hold ✚ to slide along the bomb blocks, slipping Wario through the narrow crawlspace ahead.

CAUTION

These bomb blocks don't respawn. You only get one chance to make it through!



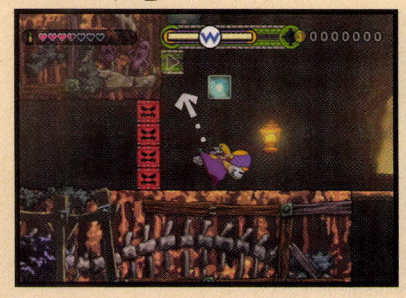
Wario bashes through a big iron block, gaining access to a treasure chest. Drop down and dash into the chest to claim your final prize from this stage.

TIP

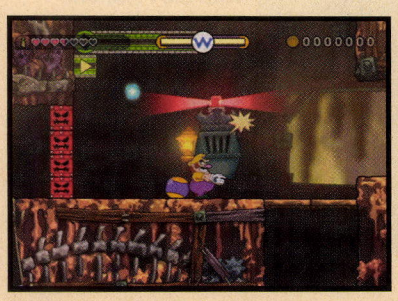
After pocketing the treasure and returning through the warp pipe, make sure to grab the coin bag on Area 7's highest ledge!

Area 8

Merfle Cage



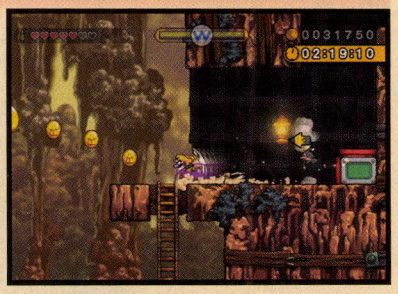
Wario reaches this area by cannon and finds the Merfle cage sitting atop a high inactive conveyer belt. Before hitting the checkpoint, use an Earthshake Punch to knock down a ball, then toss the ball at the conveyer belt's control switch to lower the cage.



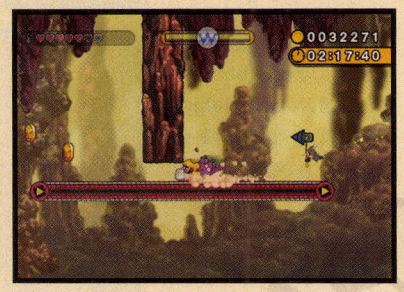
With the cage within Wario's reach, hit the checkpoint and then free the Merfle. Now, if you get mixed up during the escape run, you won't have to lower the Merfle cage when you retry!

Escape Run

Butt stomp through the stone blocks in the next area (Area 9 on the map), then dive into the dasherator below. Leap the wide gaps that follow, nabbing an assortment of coins.

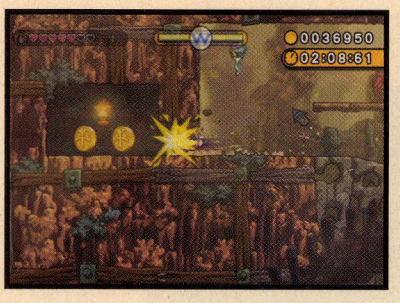


Duck to slide under the two narrow spaces as you bolt along Area 9's conveyer belts. Leap the final gap and continue dashing to the next area.



NOTE

There's nothing of value at the bottom of Area 9, so don't bother dropping down to explore.

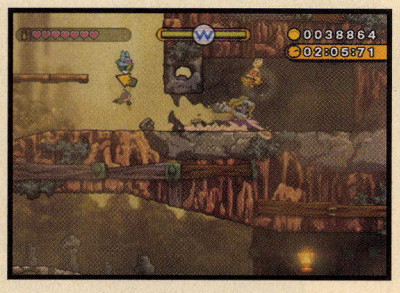


Area 10 features lots of ramps leading to side nooks. Dash your way upward, raiding the nooks for coins and valuables and then quickly changing direction to keep your speed.

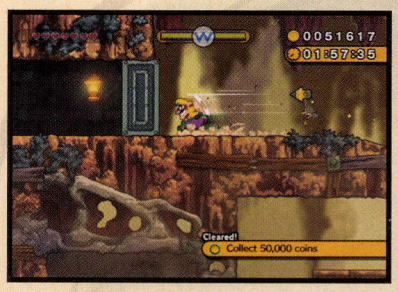
NOTE

Don't worry about the Pitchforks that drop behind you as you dash into each nook; Wario will defeat them when he hits them on the way out.

The second nook sports the stage's golden enemy. This one's easy to best: Simply dash into the nook to defeat it!

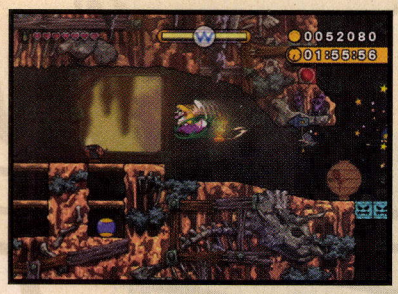


Defeat the golden enemy



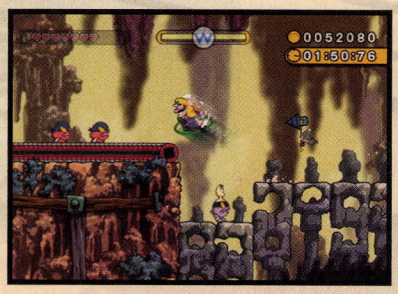
Keep dashing through Area 10, raiding all of its nooks to claim loads of cash—more than enough to reach the 50K mark. Smash through the iron block at the top of the area to return to Area 4.

Collect 50,000 coins

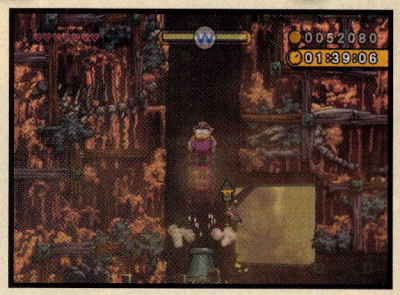


Hop the short lip as you dash through Area 4, making two more hops to clear the pit and low wall that follow. Keep dashing to Area 3.

Leap Area 3's pits as well to keep your speed up. Bolt straight through Area 2 to reach a cannon in Area 11.



Rocket out of the cannon to return to the starting gate. If you didn't waste any time during the escape run or make any mistakes, then you've just completed the time trial! That's all objectives cleared in one playthrough!



Finish before the clock hits 1:35:00

Glittertown

Stage Overview

Welcome to Glittertown, the most happening place in the Shake Dimension! The spotlight's on Wario's gambling skills here, as numerous slot machines must be played in order to meet goals and advance. It'll take at least two passes to clear this zany stage: one for the treasure, coins, and golden enemy, and another to best the breezy speed challenge.

Missions

- Finish before the clock hits 1:50:00
- Beat the stage without taking damage
- Collect 48,000 coins
- Defeat the golden enemy
- Detonate two bombs simultaneously

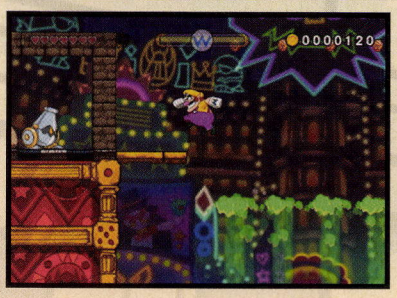
Treasure

Ancient Duck Soup Mix
Energy Drink
Pink Diamond

Area 1

Fun with Fountains

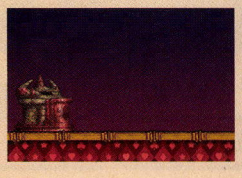
Though Wario's a hefty dude, he's apparently light enough to run across the water fountains in the first area. Collect the coins that float above as you cross.



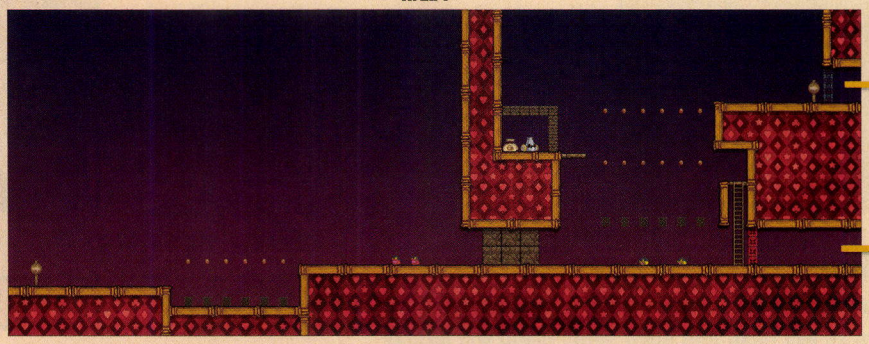
Dash through the stone blocks to the right to discover another set of fountains. Run across these waterspouts and then leap onto the left ledge.

WARIO LAND™ SHAKE IT!

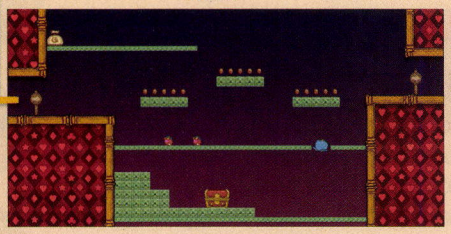
Start/Finish



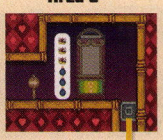
Area 1



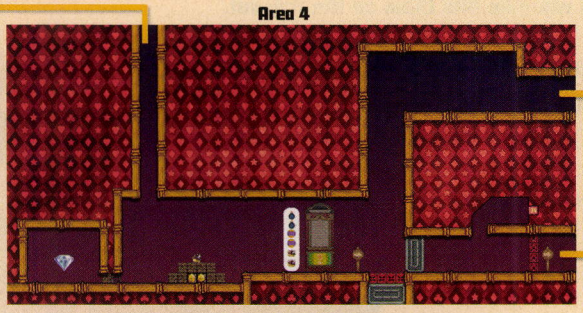
Area 2



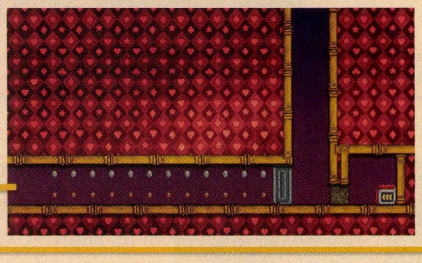
Area 3



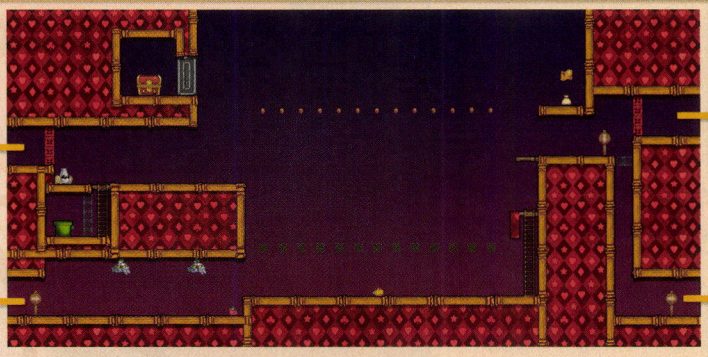
Area 4



Area 9

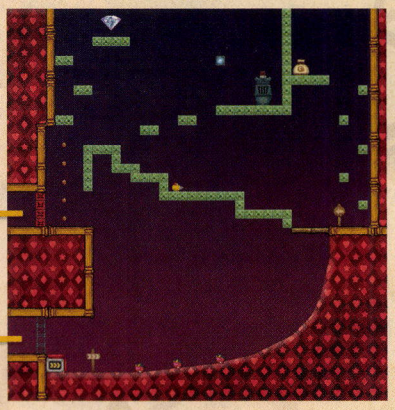


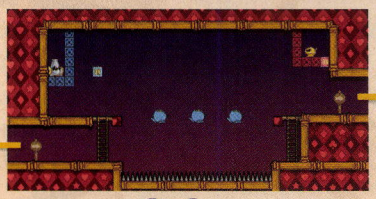
Area 5



Area 8

Area 7

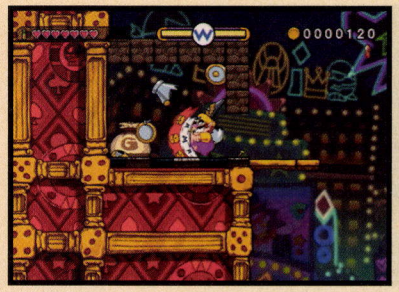




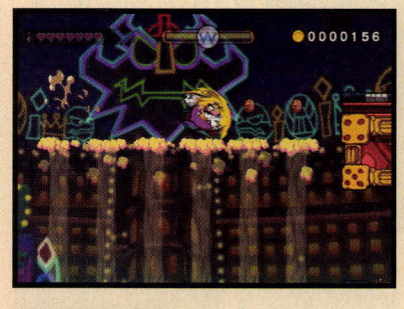
Area 6

Missions

Treasure



Careful: A dangerous Boomdinero lurks beyond the ledge's stone blocks! These guys are like big versions of Shortfuses; stun this one with an Earthshake Punch, then quickly dash through the blocks and shake it. The Boomdinero's armor flies off, effectively turning the enemy into a harmless Bandinero!



Shake loot from the big coin bag that the Boomdinero was guarding, then jump out and dash across the fountains when they change color and spurt higher than usual. Hurry across to reach the next area.

TIP

Leave some of the overhead stone blocks intact to prevent coins from flying everywhere when you shake the big bag.

Area 2

Invisible Paths

Wario seems to have reached a dead end in this area; there's nothing but open space ahead. Looks can be deceiving at Glittertown, though: Watch as the surrounding spotlights illuminate several invisible platforms! Leap along the platforms, collecting coins as you go.

NOTE

You don't need to see invisible platforms to walk on them; it just helps to know where they are.

Drop to the lower invisible walkway and spy a floating Bandinero. Jump on the baddie to stun it, then chase it as it plummets to a lower trail.

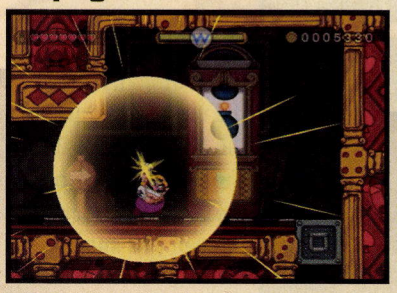
Well, what do you know? There's a treasure chest down here! Nab the goodie and then hop up the invisible blocks beyond to return to the upper walkway.

Ancient Duck Soup Mix

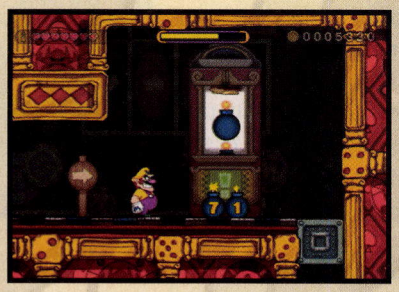
Jump across the invisible platforms once more. This time, when you reach the middle platform, jump to an invisible walkway above. Run left along the walkway to locate a big bag of coins, then cross the platforms and continue to the next area.

Area 3

Playing the Slots



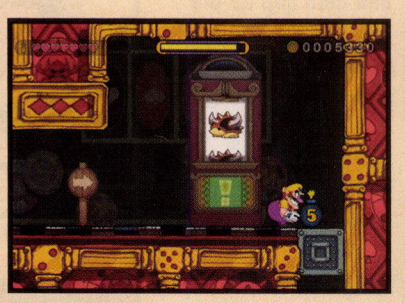
Wario gets a chance to test his luck in this area: A big slot machine stands ready to dispense fabulous prizes! Actually, the only prizes this one has to offer are bombs and Bumbleprods—not coins like Wario would prefer. Regardless, hammer the ground with an Earthshake Punch to make the slot machine spit out a bomb.



Pick up the bomb and shake it to stop the counter, then perform another Earthshake Punch to make the slot machine dispense a second bomb. This restarts the first bomb's counter; both bombs will now explode, completing one of this stage's missions!

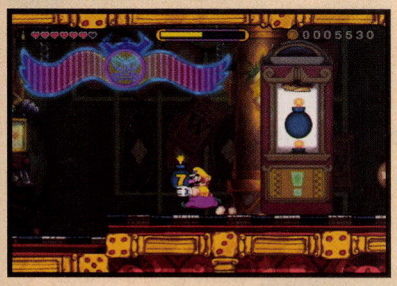
Detonate two bombs simultaneously

Acquire another bomb from the slot machine, and this time, quickly carry the bomb to the right. Press ✚ to place the bomb atop the iron block in the floor, then flee before it goes boom. Drop through the resulting hole to proceed.

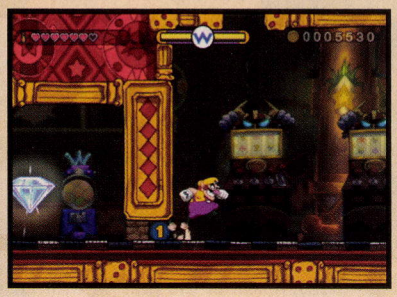


Area 4

Diamond Gamble

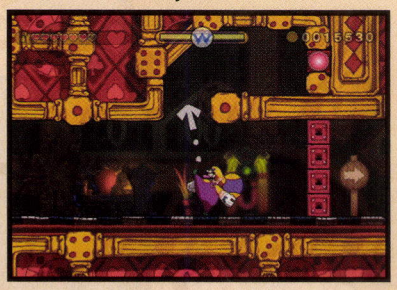


Smash the stone blocks in this area to nab a few gold coins, then acquire a bomb from the nearby slot machine. Snatch the bomb as it falls and immediately run left.



Press ✚ to set the bomb down next to the tiny stone block in the left wall, then flee. The bomb blows up the stone block; crawl through and snag a diamond from the nook beyond.

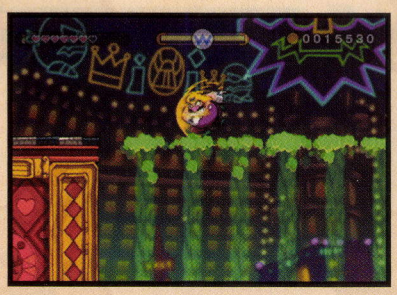
Use another bomb to blast through the iron block to the right, then make the slot machine dispense a bouncy ball. Hurl the ball to hit the overhead switch to the right; the throw shown here worked for us.



Area 5

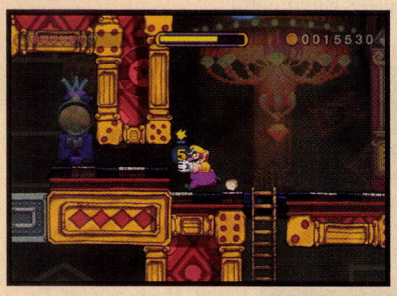
Rainbow Fountains

The fountains in this area swell to different heights, changing colors as they do so. Dash across the fountains when they're green to reach a ledge that's guarded by a Boomdinero.



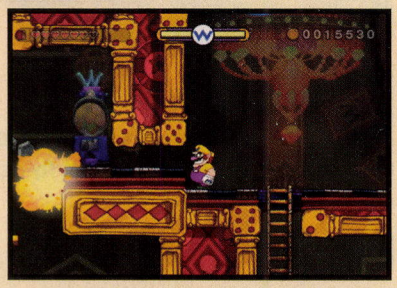
Have your way with the Boomdinero, then descend the nearby ladder to discover a warp pipe.

Bomb and Crawl

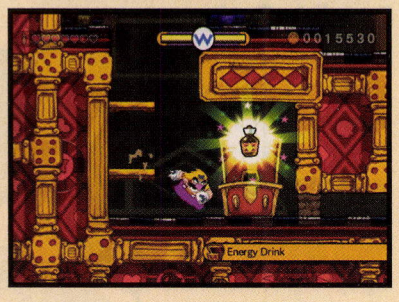


The warp pipe leads to a small room with a slot machine. Acquire a bomb from the machine and then quickly run left.

Tap ① to gently toss the bomb into the narrow opening in the left wall. The bomb slides through, blasting apart the big iron block beyond!

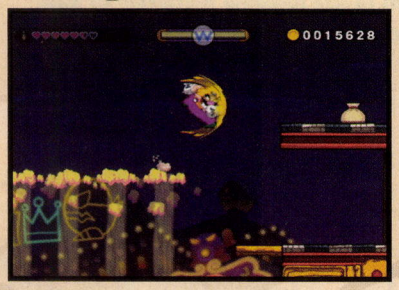


Duck and belly-hop into the narrow opening, then crawl and claim your reward from the nearby treasure chest. Crawl out and head back through the warp pipe.



Energy Drink

Coin Bag Dash



Area 5's fountains spurt highest when they're clear. Cross the clear fountains to reach a high right ledge, where you discover a coin bag. Shake out the coinage and then proceed to the next area.

NOTE

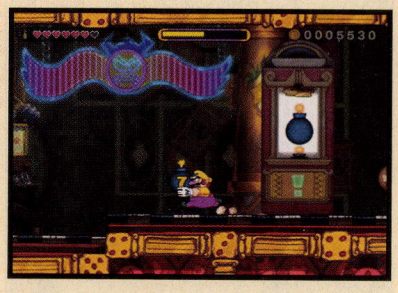
You can't reach Area 5's treasure chest just yet. You'll claim its contents during the escape run.

Missions

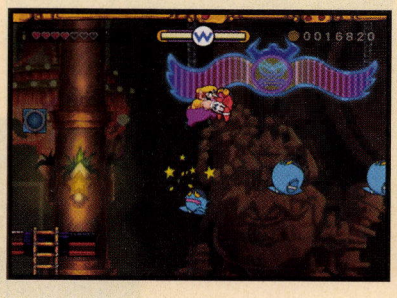
Treasure

Area 6

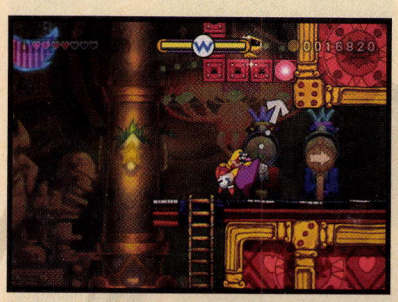
Golden Enemy



Careful: This area's floor is covered in sharp spikes! Scale the ladder near the entry and then jump up to hit the overhead blue switch. This causes the nearby blue blocks to disappear, dropping a dangerous Boomdinero right next to you!



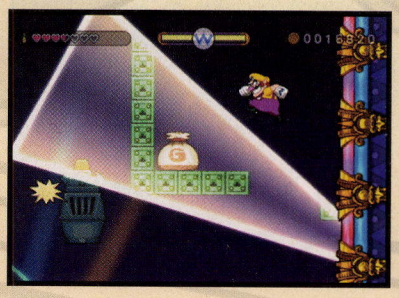
Stun the Boomdinero with an Earthshake Punch, then grab the monster and shake off its armor. Carry the exposed Bandinero across the floating Bandineros to the right, leaping and holding ② to bounce off each one.



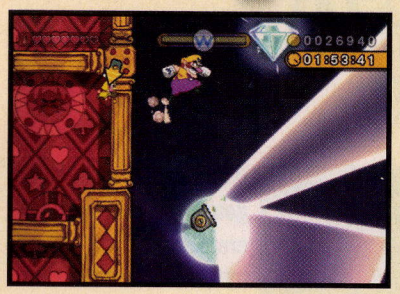
The stage's golden enemy is trapped within some red blocks on the far right ledge. Toss the Bandinero Wario's holding at the overhead switch to banish the blocks, then stun the golden Shortfuse after it falls. Shake the Shortfuse for coins before defeating it and continuing onward.

Defeat the golden enemy

Area 7



Use this area's dasherator to reach the invisible blocks and platforms above. After landing from the dash, hop up some invisible blocks near the area's right wall to locate a big coin bag.



After shaking out your loot, head left along the invisible walkway, being careful to avoid the roving Nosedozer. Leap up some more invisible blocks near the area's left wall to discover a gleaming diamond.

Merfle Cage

Drop from the diamond ledge and hop up the area's central invisible platforms to locate the Merfle cage. Hit the checkpoint and free the Merfle.

Escape Run

Run left after freeing the Merfle, heading to the next area (Area 8 on the map). A slot machine stands here—and this one's ready to dish out some cold, hard cash! Take a moment to play the slots and don't stop until you're up above 48K.

Collect 48,000 coins

TIP

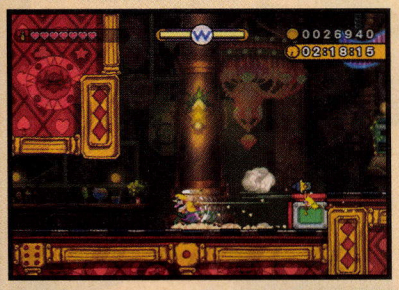
Stop the slots when the bomb icon spins past for the best odds at scoring coins.

NOTE

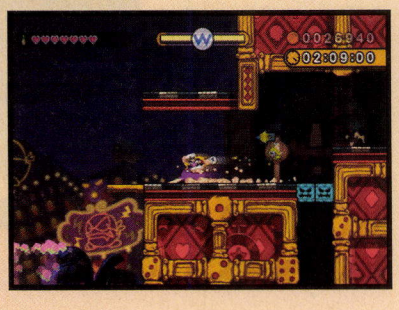
The slot machine spits out 1,000 in coins each time you hit the jackpot. If you've been careful to collect coins, you'll need to win it about six times to hit 48K.

Not having the benefit of labeled level maps that *some* lucky people get to enjoy, I initially missed the big coin bag way back in Area 2 and ended up having to play the slots here many, many more times than I needed to. I became so good at hitting the jackpot that I still managed to hit the 48K goal and finish the level—albeit with only a handful of seconds to spare. Of course, I eventually realized my error and found the big coin bag, which certainly made things easier. Ah, the joys of writing game guides!

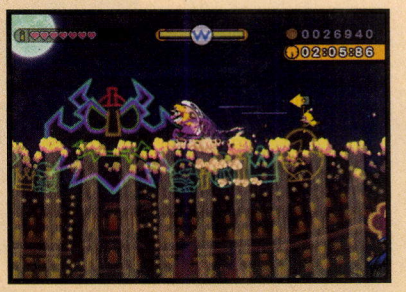
WARIO LAND SHAKE IT!



When you're all finished gambling, use the dasherator to the left to bolt into the next area.



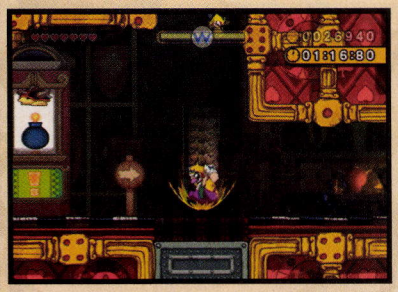
The final treasure awaits you in the next area (Area 5 revisited), but reaching it isn't easy. Change direction after you enter Area 5 and dash back and forth on the ledge, waiting for the fountains ahead to change color.



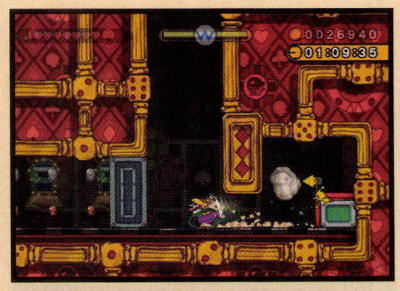
Get ready when you see the purple fountains: The tall clear ones are next! Leap from the ledge when the purple fountains fade, hitching a ride on the clear ones that soon froth up.

Leap from the last clear fountain to soar up and onto a high ledge. Wario crashes through an iron block, claiming the stage's final treasure from the chest beyond!

Pink Diamond



Drop from the chest ledge and then head left to return to Area 4. Drop from the ledge in this area, tucking into a butt stomp as you fall to crash through the iron block in the floor below.



Wario's butt stomping lands him in a new area (Area 9 on the map). Bust through the stone block on the right to access a dasherator, then climb inside to get moving.

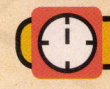
Jump as you dash down the hall that follows to nab the floating silver coins, but don't go back for the ones you miss if time's short.

Cut straight through Area 1, leaping the fountains as you bolt for the starting gate.

Clearing the Time Trial

Now that you've managed to find all of Glittertown's treasures and coins, it's time to beat the stage's easy time challenge. Naturally, you don't want to waste precious seconds playing the slot machine in Area 8; just use the dasherator to get moving and streak straight across the fountains in Area 5.

Butt stomp through the iron block in Area 9 and use the dasherator below to regain your speed. Then simply bolt for the starting gate to record an exceptional escape time!



Finish before the clock hits 1:50:00

Beat the stage without taking damage

Missions

Treasure

Chortlebot Challenge

Stage Overview

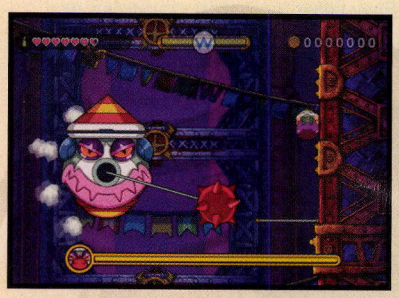
You've smashed through Rollanratl and outraced Hot Roderick. Now you've been challenged by a new boss: Chortlebot! This bad clown has plenty of tricks in store, so prepare for a tough fight. Do your best to avoid Chortlebot's far-reaching attacks, and don't give up until you bring the clown down!

Besting the Bot

With a creepy giggle, Chortlebot appears and floats about the stage. Follow the boss, quickly swinging and leaping up the overhead bars.

TIP

This is a tough fight, so consider purchasing a recovery potion or two at Captain Syrup's shop if you're having trouble. They can be real lifesavers, instantly reviving Wario when he runs out of hearts.



Beware: Chortlebot's spiky nose soon begins to spin, then flies out to strike you! Swing and leap from the bars to avoid these fast attacks.

TIP

Chortlebot always gives off a plume of steam before lashing out with its nose. Listen carefully and jump when you hear the steam begin to vent.

CAUTION

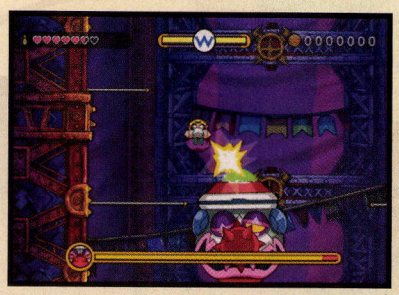
Watch out: Chortlebot's nose can hit you on the return trip, too!

This bad boss must be stunned before it can be damaged. Swing and leap from the stage's highest bars, aiming to bounce off of Chortlebot's huge head as you fall.

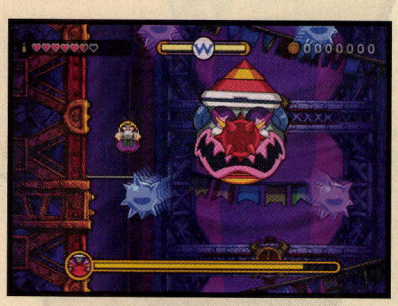
TIP

Wait for Chortlebot to draw near before jumping and you'll be able to bounce off its head twice in a row!

Button Bounce



Whack Chortlebot's huge dome three times to knock its hat off and expose its weak spot: a big green button on top of its head! Swing from a bar and bounce off this button as many times as you can before Chortlebot recovers, damaging the brute with each hit.

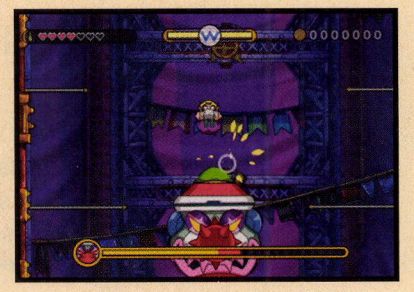


It's not long before Chortlebot takes to the air once more. The fiend then surrounds itself with colorful spiky balls, spinning them and then firing them off! The balls always fly out in a straight line away from Chortlebot; visualize their path of travel and make sure you're not in it.

After suffering a bit of damage, Chortlebot's nose separates into two halves and starts spinning about in a defensive manner. It's dangerous leaping at Chortlebot while it's in this state, especially once the nose starts spinning faster. Keep away from Chortlebot instead and wait for its next attack to begin.

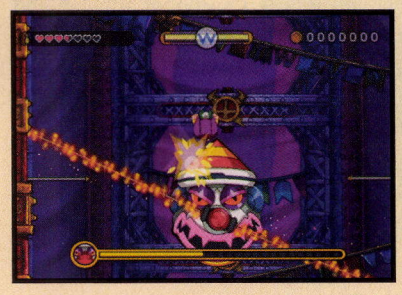
Deadly Discs

For Chortlebot's next trick, the boss takes center stage and summons a long column of energy discs beneath it. The discs soon fly out to the right and left; move to one of the stage's highest bars to get out of harm's way, then swing and leap over to whack Chortlebot's head when the chance permits.



Keep dodging Chortlebot's attacks and bouncing off its head until you stun the brute, then punish its weak spot. Try to hit Chortlebot's weak spot at least twice each time it becomes exposed to hasten the fight.

Fire Wire



Watch out: When Chortlebot loses about half its health, the boss transforms its nose into a long fiery wire! The wire slowly spins about and is able to scorch Wario from nearly any distance. Follow its rotation to keep from being burned, leaping up and around the stage, and bouncing off Chortlebot's head each time you pass it by.

NOTE

Chortlebot's fiery wires may spin clockwise or counterclockwise. Keep alert!

As the fight progresses, Chortlebot may draw upon any one of its attacks, and may even combine them at times. Do your best to adapt to its attacks and keep up the pressure until you finally down the clown. Collect Chortlebot's boss emblem when the smoke clears to gain its power and complete the stage.

NOTE

You guessed it: There's another heart vessel waiting for you at the Pirate Shop now. Pay Captain Syrup a visit and purchase the heart vessel to extend Wario's hearts!

Ropey Jungle

Stage Overview

Welcome to the jungle, baby! This short stage sees Wario swinging on ropes, climbing along vines, and doing something he'd normally never dream of: being nice to his enemies! Expect to make three passes through this level if you want to fully clear it: one run for coins, another for speed, and a final pass to spare Wario's enemies from defeat.

Missions

- Finish before the clock hits 1:45:00
- Collect 50,000 coins
- Don't defeat any enemies

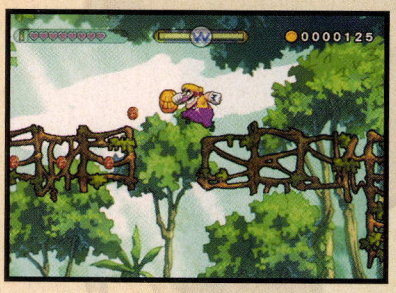
Treasure

Piranha Dentures
Eye of the Storm
Pied Piper's Pupil

Area 1

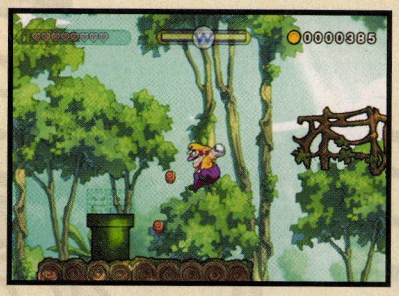
Ropes and Vines

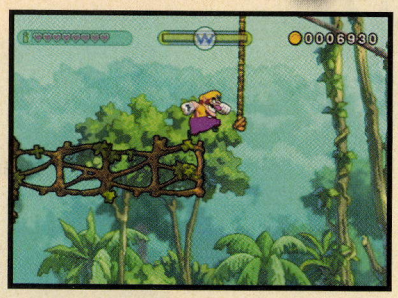
Ropey Jungle certainly lives up to its name: The first area is filled with ropes and vines. Swing from the ropes to reach the vines above and then climb the vines, nabbing coins as you go.



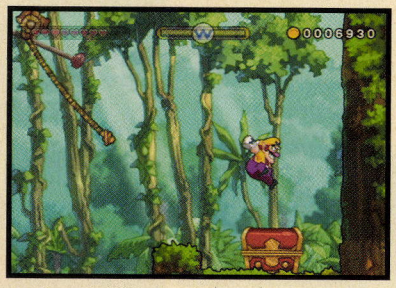
Climb to the top of the vines and then shimmy left. Press ② to jump the gap, holding ✚ to grab hold of the vines on the other side.

The vines lead to a platform with a warp pipe. Dive into the pipe to visit a tiny room, where you discover a big coin bag.





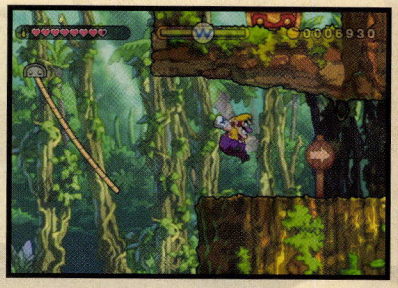
Return through the warp pipe and climb the vines once more. Go right this time, leaping out to grab a high rope.



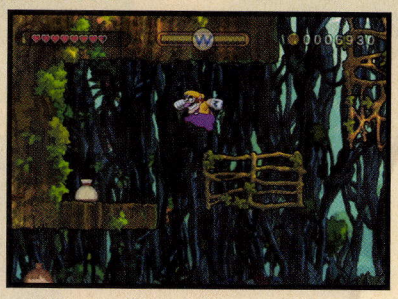
The rope is hitched to a pulley and slides to the right under Wario's weight. Leap off to reach a ledge with a treasure chest!

Piranha Dentures

That's all you can do here for now. Swing from the rope beneath the chest ledge to reach a trail leading to the next area.



Area 2



Climb this area's vines, leaping to reach a coin bag on a ledge to the left. Nab a big silver coin from the opposite ledge to the right, then climb up and make for the next area.

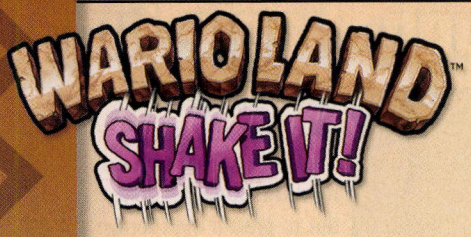
NOTE

You'll have a chance to snag the rest of Area 2's coins during your escape run.

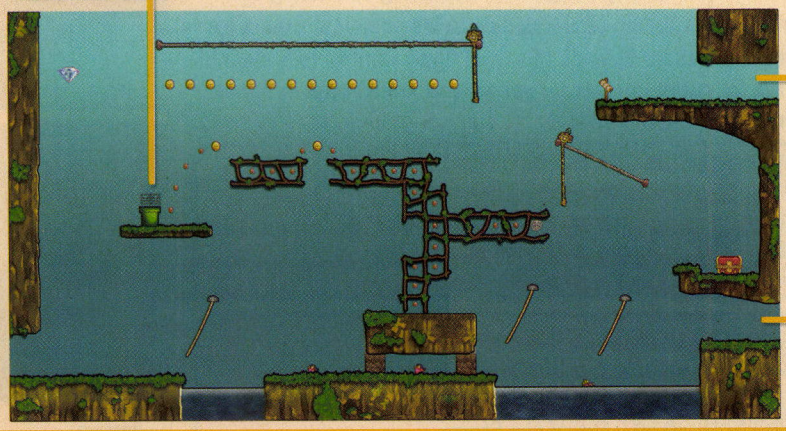
Area 3

Pesky Plants

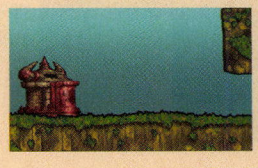
Tread lightly when crossing the giant flowers here: They're dangerous Venus Guytraps! Stand on the first one and notice the teeth emerging from its petals. Jump when you see the teeth or the Guytrap will gobble you up!



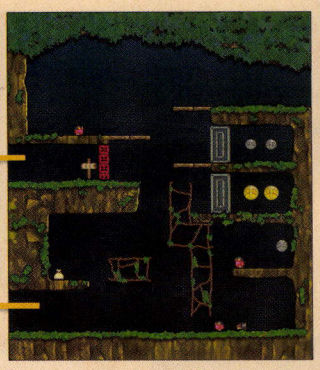
Area 1



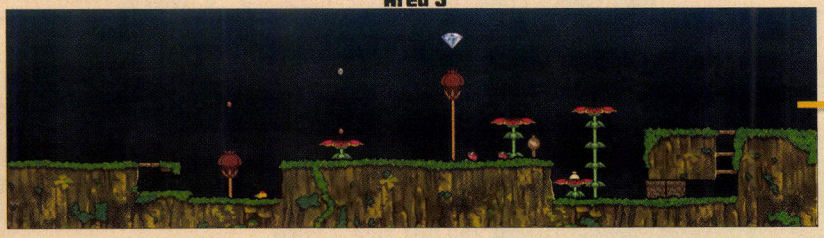
Start/Finish



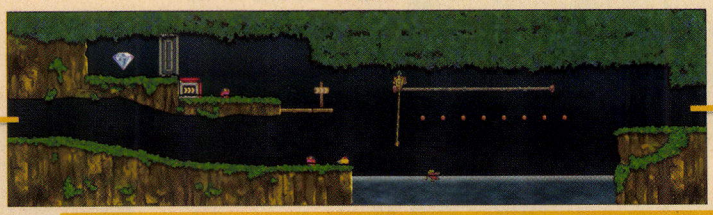
Area 2



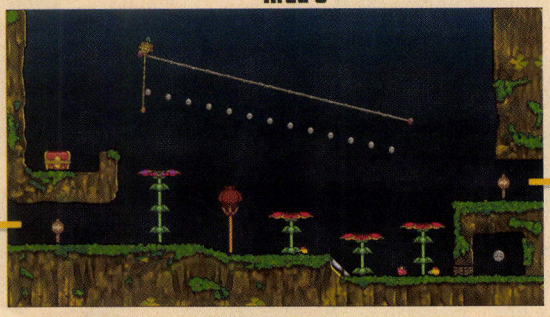
Area 3



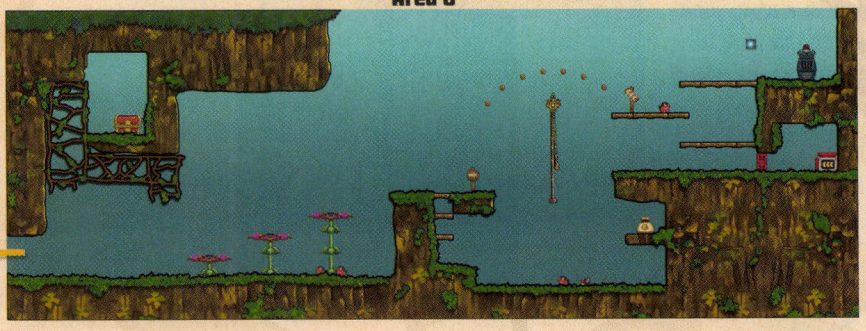
Area 4



Area 5



Area 6



Missions

Treasure

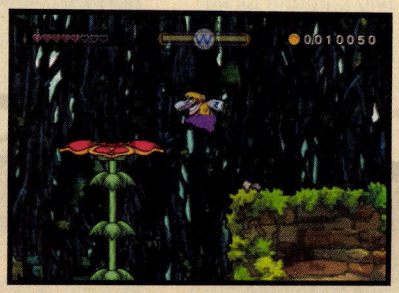
TIP

If you're swallowed by a Venus Guytrap, shake the Wii Remote to free Wario before he suffers too much harm.

Jump straight up so that Wario lands atop the closed Guytrap. Now you're high enough to snag the overhead silver coin!

Snatch a coin bag from a Guytrap to the right, then run away quickly before the Guytrap closes. Shake out your coins somewhere a little less risky.

Leap up onto the ledge on the right, then turn around. Hop across the tall Venus Guytraps to the left.



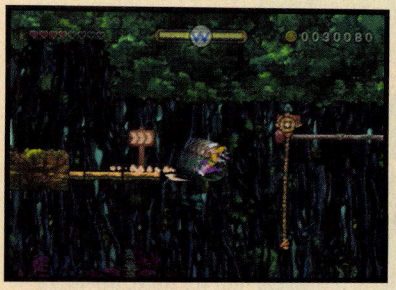
Stop on the second Guytrap and wait for its teeth to show. Jump straight up to avoid being swallowed, then land on top of the closed Guytrap. From this height, you can jump left and claim a nearby diamond. Proceed to the next area after pocketing this prize.

Area 4

Dash for Cash

Climb about halfway up the pulley rope in this area, then leap to the left ledge. Climb into the dasherator you discover up there.

Immediately press ✚ to change direction as you emerge from the dasherator. Jump to smash through the iron block above the dasherator, claiming the diamond from the nook beyond.



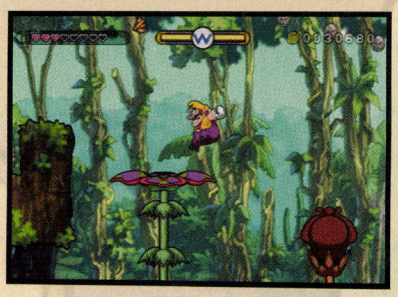
Return to the dasherator, and this time, launch straight out. Wario grabs the pulley rope, which rockets to the right under Wario's momentum. Leap onto the far ledge and continue on.

Area 5

Guytrap Garden

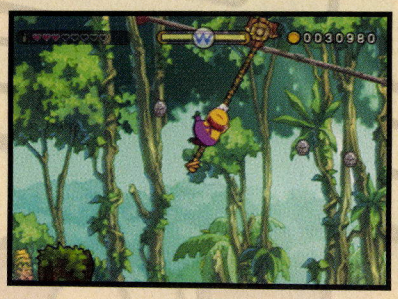
Slide down the little slope in the ground here to help Wario reach a big silver coin, but watch out for the nearby Nosedozer! Remove the enemy from your path before sliding or you might get poked.

I accidentally slid into this Nosedozer while its back was turned, which caused me to defeat it and forfeit my chances at clearing the level without dispatching enemies. Learn from my mistake and handle this little guy with care!



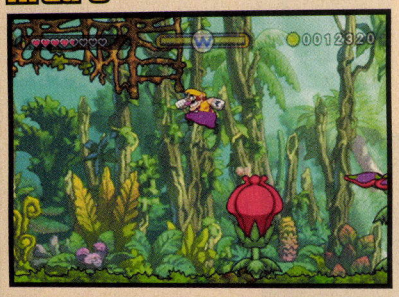
Leap across the Guytraps, heading left to reach a high ledge with a chest. Beware the purple Guytrap at the end of the trail: It snaps shut the moment you touch it, so jump off fast!

Eye of the Storm



With your treasure tucked away, jump up and grab the overhead pulley rope. Collect silver coins as you slide to the right, then jump off and head deeper into the jungle.

Area 6



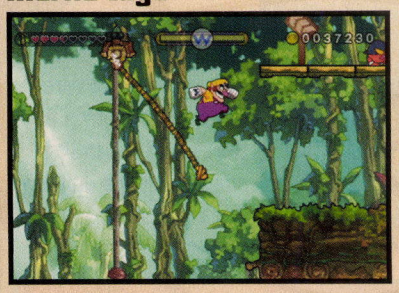
Jump onto the first purple Guytrap here, then quickly jump up and land atop the Guytrap after it closes. From this height, you can leap up and grab hold of the vines above.

Climb the vines to reach a treasure chest on a high ledge. How'd this get up here, anyway?

Pied Piper's Pupil

Hop up the Guytraps after claiming your treasure and then grab hold of the pulley rope ahead. The rope lowers under Wario's bulk; ride down and then swing right to claim a big coin bag.

Merfle Cage



Scale the platforms to the left to return to the pulley rope, which has reset itself. This time, jump from the rope before it drops and land on the ledge to the right.

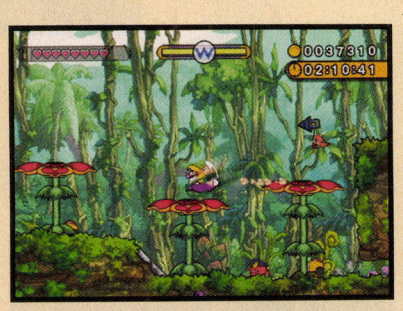
There's the Merfle cage! You know the drill: Hit the checkpoint to save your progress, then free the Merfle from captivity.

Escape Run

Drop to the left after freeing the Merfle, and climb into the dasherator below.

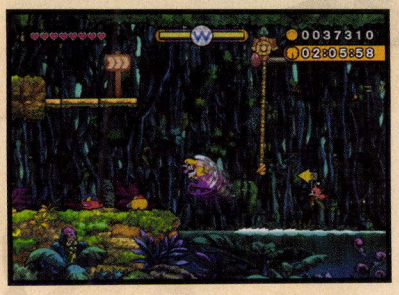
Quickly change direction as you exit the dasherator and then jump to land on the platform above. Hit ✚+② the moment you land to change direction and leap onto the higher platform to the left.

Leap from the second platform to sail over the pulley rope, claiming coins as you arc through the air. Run straight down the Guytraps that follow as you rush back toward the previous area.



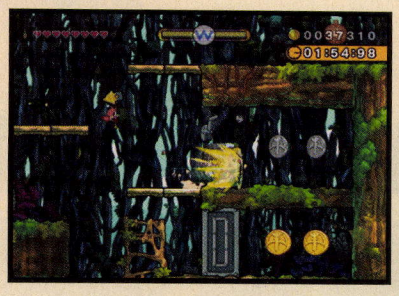
Bolt straight through Area 5 without pressing anything, running down a hapless Nosedozer that stands in your way.

I restarted this escape run countless times trying to slip through Area 5 without whacking that poor Nosedozer. Eventually, I realized that it's next to impossible to avoid hitting enemies as you dash back through the level; a separate playthrough is required to meet that goal.

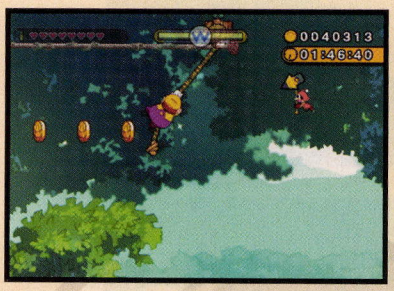


Race along the water in Area 4. After passing beneath the pulley rope, tap ② to hop the lip ahead. Don't jump too early or Wario will grab the rope, bringing his dashing to an end.

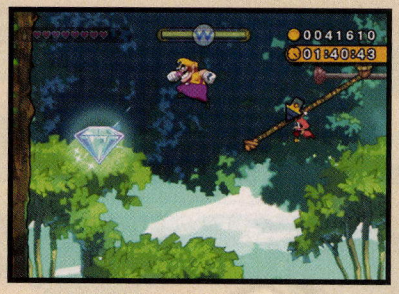
Leap both of Area 3's pits to avoid hitting a wall and stopping.



Change direction as you drop from Area 2's ledges, steering Wario through the iron blocks in the right wall to claim coins beyond. After nabbing the big gold coins, head left and leap the gap to race back into Area 1.



Jump when you near the edge of the ledge in Area 1, aiming to grab hold of the pulley rope ahead. Quickly adjust Wario's position on the rope so that he collects all of the gold coins as the rope rockets to the left.



When the rope reaches the end of the line, leap off and snatch the giant diamond out of the sky. This final prize shoots your coin total over the 50K mark! Head left and enter the starting gate with your bulging wallet.

Collect 50,000 coins

Clearing the Time Trial

The time challenge is extremely tight here at Ropey Jungle, forcing you to take a more direct path back to the starting gate than the one outlined above. Most of the escape run remains the same, but you don't have time to waste gathering coins at Area 2. Instead, after landing on the ledge with the big silver coins, turn left and cut straight back into Area 1.

Don't leap off the ledge in Area 1; dash straight off to land on a lower ledge instead. Jump from the lower ledge to soar over a rope and water pit, then simply sprint for the starting gate.

Finish before the clock hits 1:45:00

Sparing Enemies

You'll likely need to make a third run through the level to ensure no enemies come to harm. Don't use the dasherator near the Merfle cage when playing to clear this mission; just huff it back to the starting gate, avoiding every baddie you see along the way.

Don't defeat any enemies

Windbreak Bay

Stage Overview

Windbreak Bay is another short underwater stage. Guide Wario's Subwarine through a long aquatic passage, blasting enemies and scouring the sea for treasure!

Missions

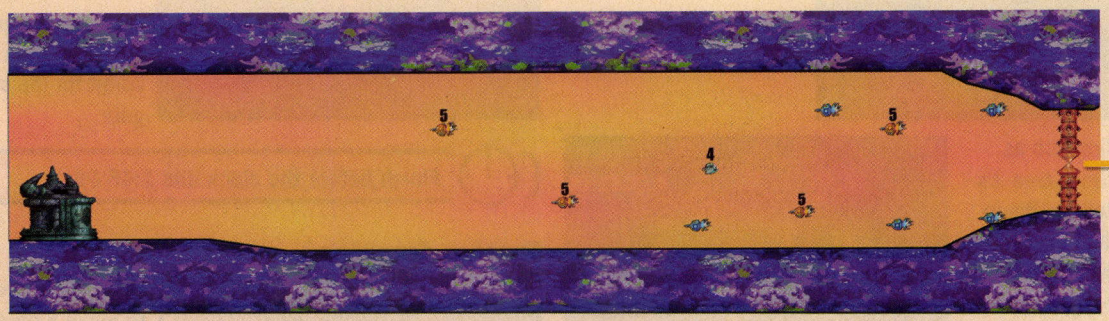
- Collect 30,000 coins
- Collect 10 gold coins in a row
- Don't break your Subwarine

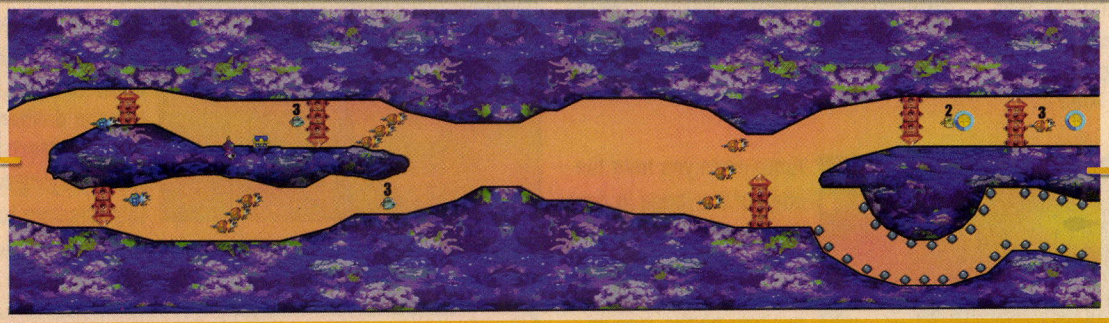
Treasure

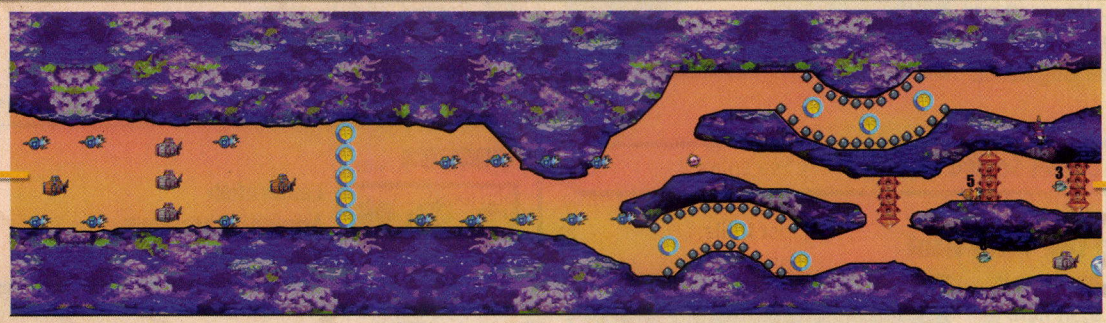
- Lanternfish
- Ammoniteless Shell
- Swine Pearls

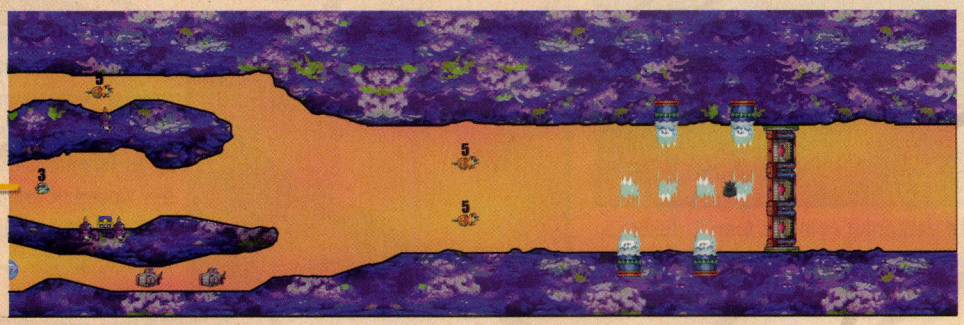
Back in Blue

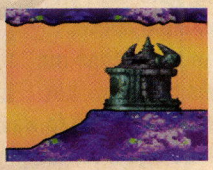
Reacquaint yourself with the Subwarine's unique controls as you drift out of the starting gate. Torpedo the first few waves of enemies and collect the coins they cough up.











Missions

Treasure

TIP

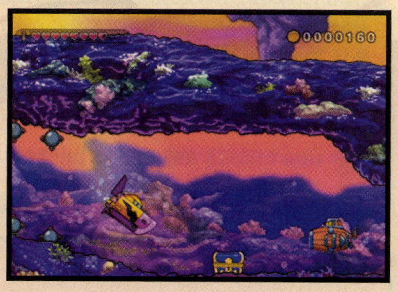
Remember: Jellopus give off valuable silver coins when defeated. Blast lots of Jellopus to pad your wallet!

It's not long before the trail splits into higher and lower passages. Keep topside to claim a treasure from the upper trail—there's nothing of interest down below.

Shoot the upper trail's treasure chest to claim its contents.

Lanternfish

Sunken Treasure



When the passage splits off again, choose to either go high and claim some big gold coins, or to go low and nab a treasure. The lower trail also sports an enemy Tub-sub—be sure to blast it and claim its gold coins if you go that route.

Ammoniteless Shell

Keep low at the next two splits: There's nothing of interest in the upper trails, and the lower passage holds a hugely valuable diamond.

Tub-sub Fleet

Wario encounters a gang of Tub-subs when the passages converge beyond the diamond. This is your big chance to score gold coins—sink as many Tub-subs as you can!

The fleet was guarding a column of big gold coins. Speed up to give yourself more time to collect them all!

Triple Split

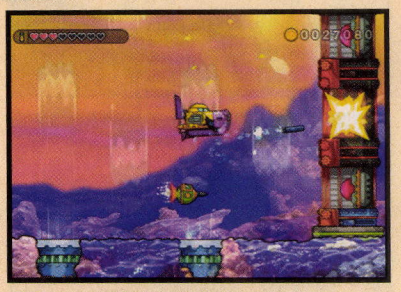
The trail soon divides into three separate heights. There are a few big gold coins along the highest trail, but don't bother with them: There's an equal number of gold coins along the lowest trail and a diamond, to boot! If you've been seeking out coinage, then this final diamond should propel your score above 30K.

Collect 30,000 coins

On the other hand, you can claim the stage's final treasure if you explore the middle passage. Decisions, decisions!

Swine Pearls

Rescuing the Merfle



Once again, Wario reaches the imprisoned Merfle just in time to see its cage get sucked away behind a huge mechanical gate. This gate features three glass eyes instead of one, and hitting them won't be easy: Jacuzzi jets are all about, ready to blow your Subwarine up and down! Struggle to maintain control of your sub as you dodge enemies and torpedo the gate.

Take out all three of the gate's eyes to obliterate the obstacle and rescue the Merfle. Well done!

Collecting Gold Coins

Going for the gold? Keep to the lower trails and hold your fire; you don't want to destroy any enemies except Tub-subs, as only they give off gold coins. Each Tub-sub you destroy is worth up to three gold coins; defeat four Tub-subs in a row and claim their coinage to clear this mission.

NOTE

Big gold coins don't count as gold coins; only the coins loosed by defeated Tub-subs count toward the 10 gold coin collection challenge.

Collect 10 gold coins in a row

Salvaging the Subwarine

As in the previous Subwarine level, Wario's sub becomes "broken" when it falls to half its health. (If you've been buying heart vessels, then that's four hearts.) Destroy enemies to keep your Subwarine safe, and don't take any unnecessary risks. Keep to the lower trails as well; they tend to feature fewer enemies.

Don't break your Subwarine

Airytale Castle

Stage Overview

Drifting high above the clouds, Airytale Castle is a tranquil place filled with mystery and adventure. Wario takes control of cool craft here called rocket buckets, which are loads of fun to pilot. You aren't supposed to break any of these special ships, but don't worry if you crash a few during your initial run. Just have fun with them as you acquaint yourself with their unique controls!

Missions

- Finish before the clock hits 2:50:00
- Beat the stage without taking damage
- Collect 55,000 coins
- Don't break any rocket buckets
- Defeat the golden enemy

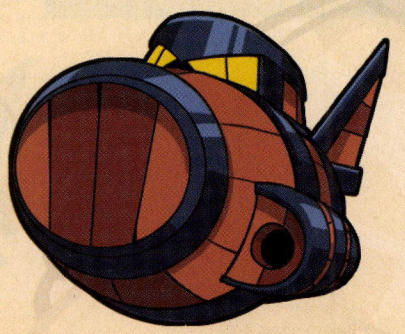
Treasure

- Cupid's Bow
- Rainbow Toucan
- Flying Slipper

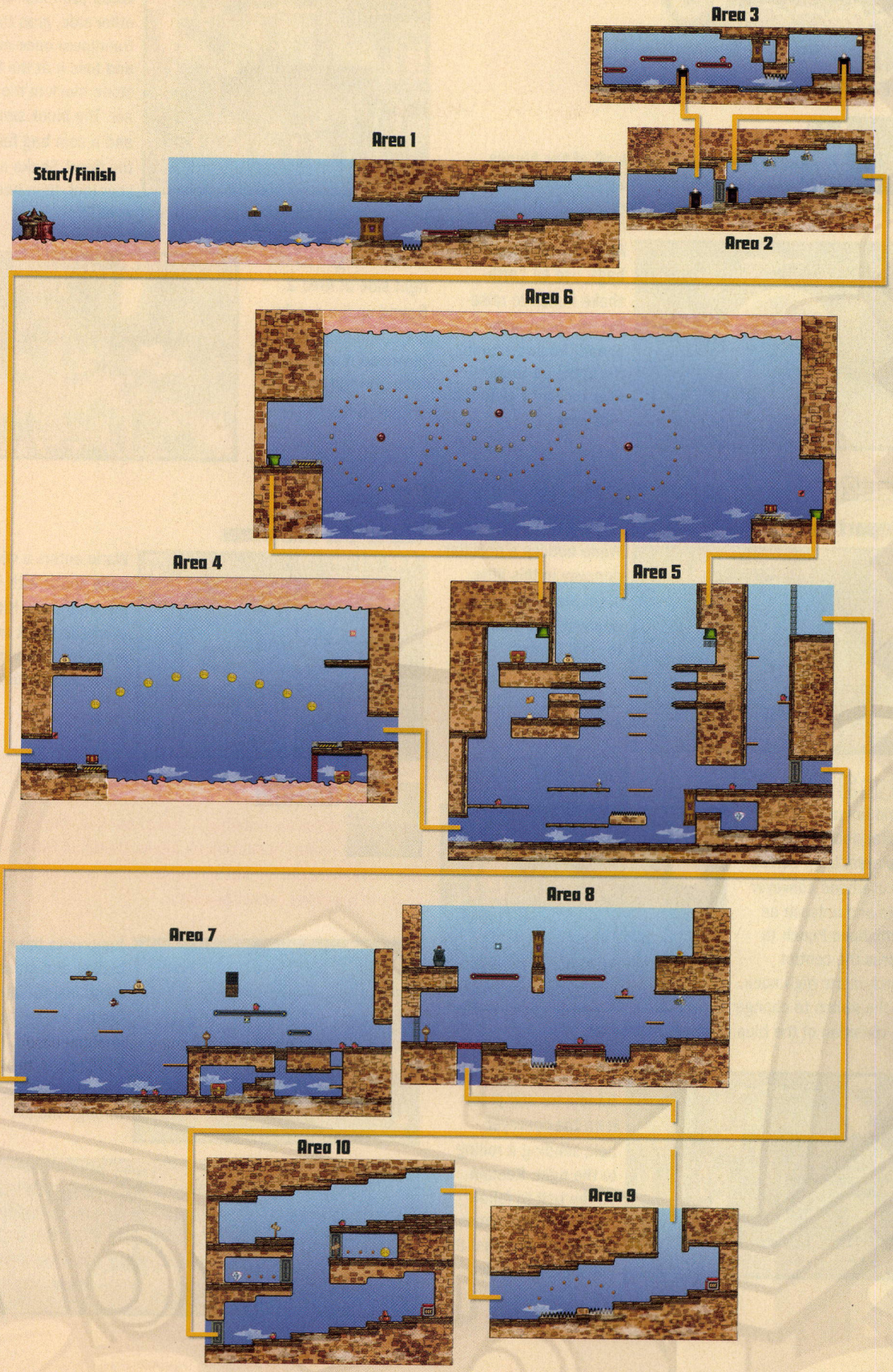
Area 1

Coin Toss

Wario begins on a cloudy path leading toward the castle. Stun the roving Nosedozers here with Earthshake Punches, then grab them and toss them at the overhead stone blocks. Destroy each pair of blocks with the Nosedozers to cause coin bags to fall from above.

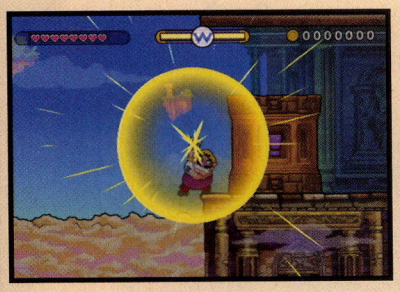


Walkthrough: Jiggle Jungle



TIP

If you don't manage to break all of the blocks, head back toward the starting gate and then return to Area 1 to respawn the enemies.



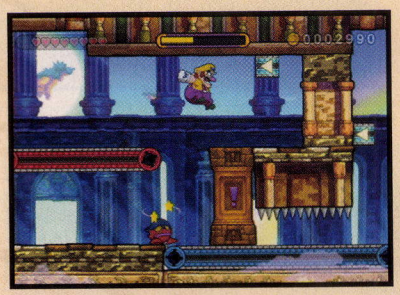
After claiming the coin bags, use an Earthshake Punch to raise the up/down pillar ahead. Carefully jump the spike pit that follows on your way to the next area.

Area 2

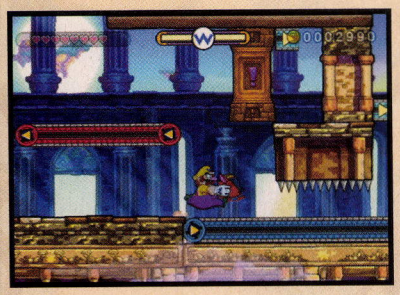
Teleport Door

Wario notices a peculiar doorway in this little area. Stand before the doorway and press ✚ to walk through.

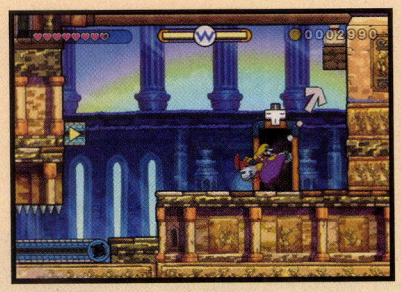
Area 3



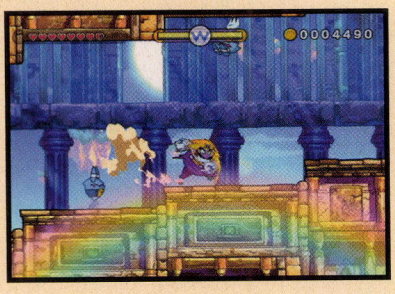
Wario emerges from a similar doorway in a new area. Leap across the overhead conveyer belts and unleash an Earthshake Punch to access the control switch in the high nook. Hit the switch to change the direction of the blue conveyer belt below.



Stun the nearby Bandinero and place it on the conveyer belt, sending it rolling to the right. Remain on the belt to follow the Bandinero across, ducking to slip past the low-hanging spikes.



When you reach the other side, grab the Bandinero once more and toss it at the high stone block in the corner. The block smashes and a coin bag falls to the floor! Shake out your loot, then head through the nearby doorway to return to Area 2.



Wario emerges on the right side of Area 2. Bound up the nearby steps, minding the overhead Pitchforks that drop down to poke you.

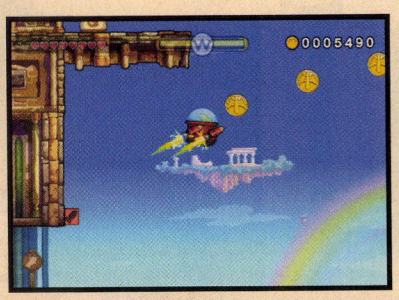
Area 4

Wario the Rocketeer

Wario enters a wide open space with very few platforms. Hit the overhead block to summon a rocket bucket at the nearby landing pad.

CAUTION

After summoning a rocket bucket, don't hit the rocket bucket block again. Doing so will destroy the current rocket bucket to create a new one, and you want to avoid breaking rocket buckets.



Jump onto the rocket bucket and press ✚ to climb inside. Tap ② to fire the rocket bucket's jets and lift off. Tilt the Wii Remote to angle the jets, steering your craft through the air.

All right, *now* we're talking! Rocket buckets are definitely my favorite method of Shake Dimension travel. It took me a while to get the hang of these zany ships, but I enjoyed the initial challenge. Once I got a feel for them, the controls felt amazingly accurate—I really felt like I was piloting this little craft about!

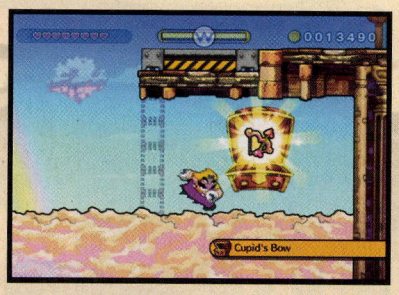
Nab all of the big gold coins hovering in the area's center, then gain some height to discover a big coin bag on a high left ledge. Set your rocket bucket down on the ledge and press ✚ to climb out, then shake out the coinage and return to your ship.

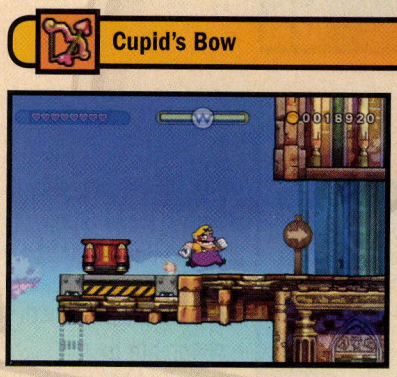
NOTE

It doesn't matter how hard you touch down when landing a rocket bucket: Only spikes and similar hazards can destroy them.

Now explore the area's high right ledge to locate a red switch. Land and hit the switch to banish some red blocks far below.

Guide your craft down to explore the area's lower-right corner, where you discover a treasure chest. With the red blocks gone, you're able to claim the prize inside!





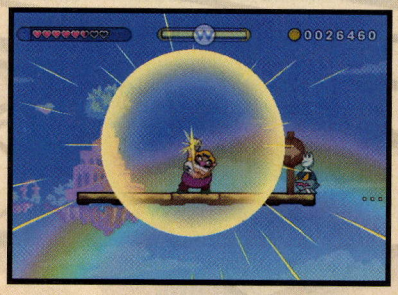
Cupid's Bow

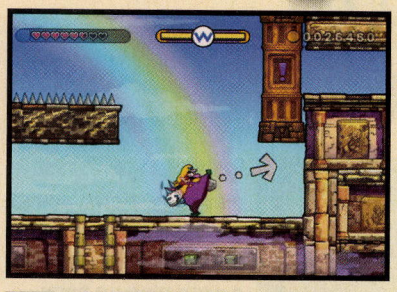
You're all done here; set your rocket bucket down on the far right landing pad, then hop out and venture on.

Area 5

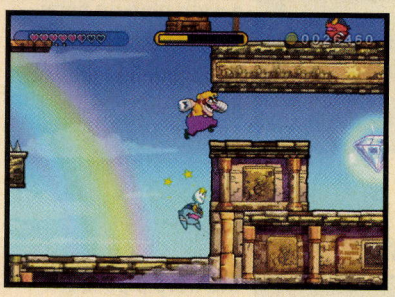
Devious Diamond

Explore this area's lower-right corner to spy a diamond sitting in a little nook. Getting to this gem isn't easy; begin by hopping up the area's lower platforms, stunning the aggressive Pitchfork that rushes you on sight.





Carry the dazed Pitchfork to the lower-right corner and then throw it, lodging it into the wall just below the up/down pillar.

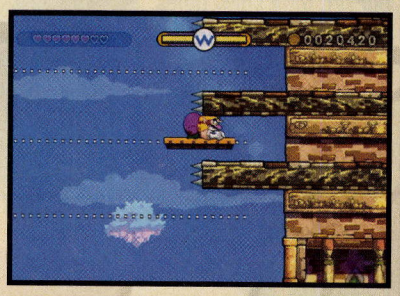


Quickly hammer the ground with an Earthshake Punch to raise the up/down pillar, then jump up and bounce off of the stuck Pitchfork to enter the nook above. Nab the diamond and then scamper back out.

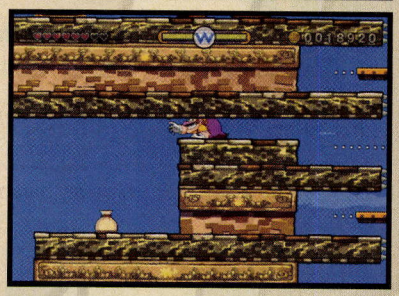
Moving Platforms

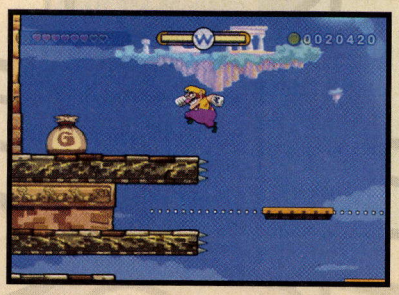
Make your way to the top of the up/down pillar, then execute an Earthshake Punch to ride up. Leap onto the moving platform above when it drifts close.

Beware: These moving platforms slide toward sharp spikes! Duck to remain on the platforms and avoid being impaled.

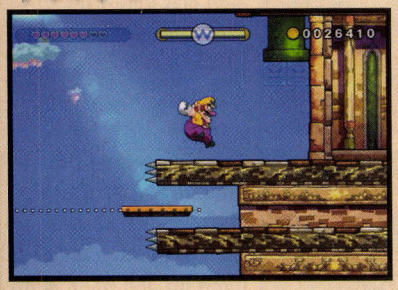


There's a little opening in the left wall. Crawl through to reach a small ledge that sports a coin bag.





Make your way to the highest moving platform, then leap to the left ledge and claim the big coin bag you find there. A treasure chest can be seen beyond a wall to the left—let's go get it!

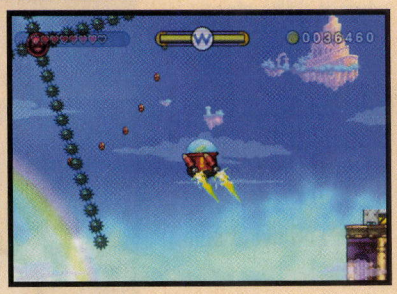


Return to the highest moving platform, and this time, leap over to the right ledge. There's a warp pipe up here; jump and squeeze through to reach a new area.

Area 6

Rocket Bucket Action

The warp pipe leads to a new area. Hit the nearby rocket bucket block to summon a ship, then climb inside.



Watch out: When Wario jumps into this rocket bucket, long spiky poles extend from the center of the area and begin spinning about! Be very careful not to touch these hazards as you putter about in your rocket bucket.

TIP

Rapidly tap ② to feather the rocket bucket's throttle and maintain control.

CAUTION

Don't fall to the bottom of this open area; the rocket bucket blows up if it drops too low!

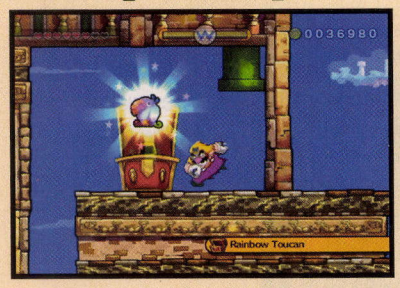
Follow the spiky poles' rotations and try to claim as many high-value coins as you can, particularly the big silvers. Be patient and try to maintain control of your ship at all times.

NOTE

You need to nab a good deal of the coins here to reach the 55K mark, so don't hurry through!

Navigate the spiky poles and set your rocket bucket down on the far landing pad. Hop out and dive into the nearby warp pipe to return to Area 5.

Area 5 (Revisited)



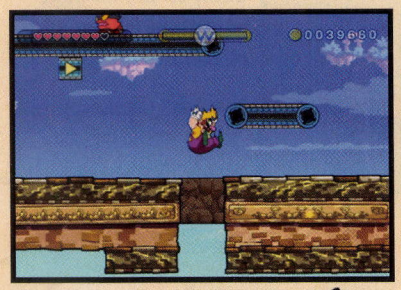
Wario pops out right near the treasure chest you spotted moments ago. Claim the goody from within and then drop from the ledge.

Rainbow Toucan

Return to the up/down pillar, and this time, leap up the elevator platforms to the right. Climb to the top and continue to the next area.

Area 7

Dive and Crawl

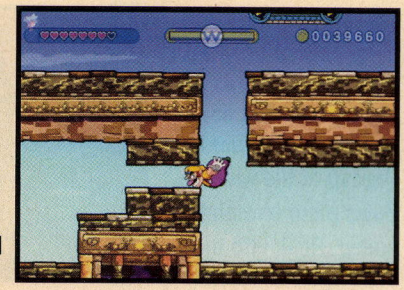


Cross this area and butt stomp a stone block you find wedged in the ground. Wario falls and lands near a nook with a chest, but he can't reach the high crawl-space that leads into the nook.

Missions

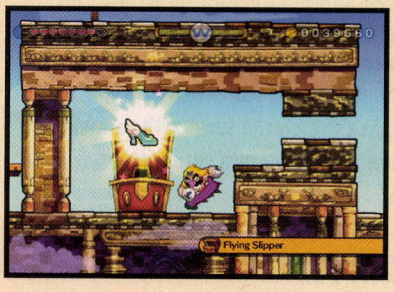
Treasure

Hop up the platforms to the right to return to the surface, then duck and crawl toward the hole where the stone block used to be. Hold ✚ to crawl forward, drop down the hole, and enter the crawlspace as you plummet.



NOTE

You must hold ✚ as you fall or Wario won't land in the crawlspace.



Well done! Dash into the chest to claim this stage's final treasure.

Flying Slipper

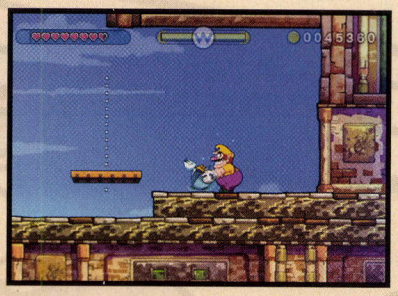
Return to the surface and leap left, landing on a moving platform. Be ready to jump after you land: A Turkeyjerk dive-bombs you from on high as you drift across!

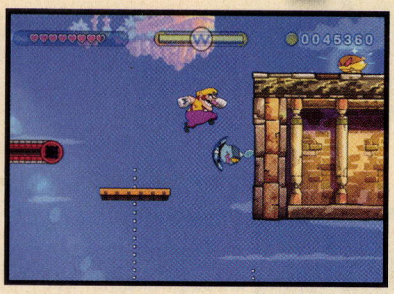
Deal with the Turkeyjerk and the Shortfuse that follows. Locate a big coin bag that sits on a high platform and shake out its contents, then proceed to the next area.

Area 8

Golden Enemy

Leap this area's spike pits as you make for the Pitchfork in the lower-right corner. Stun the baddie and carry it up the nearby elevator platforms.

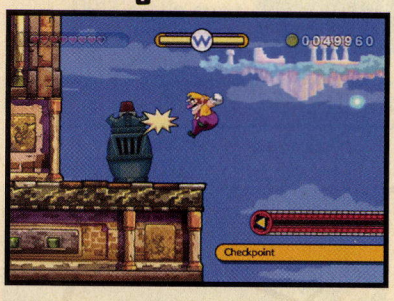




Hurl the Pitchfork into the right wall, then bounce off its back to reach a high ledge where the stage's golden enemy is hiding. Stun the golden goon and shake it for coins before you dispatch it.

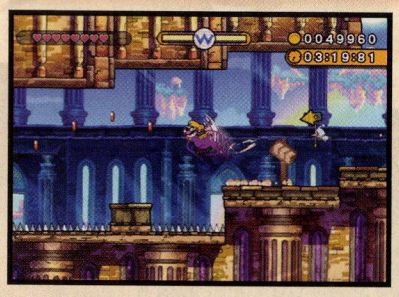
Defeat the golden enemy

Merfle Cage



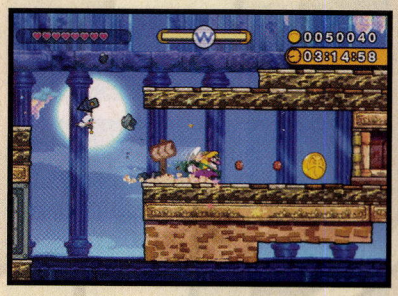
Leap across the conveyer belts to the left to locate the trapped Merfle and checkpoint block. Hit the checkpoint and free the Merfle to begin your escape.

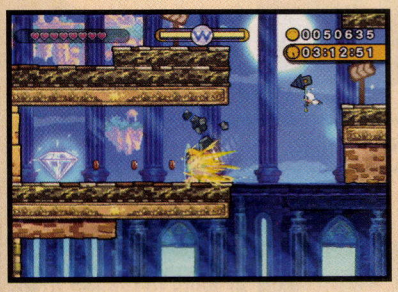
Escape Run



This is a tricky escape run, but you can clear all objectives in one shot if your skills are sharp! Drop straight down from the Merfle cage ledge, passing through a hole that's opened up in the ground and landing in a new area (Area 9 on the map). Dive into the nearby dasherator and then leap the spike pits to the left as you bolt across.

Hit ✚ to change direction *just before* you reach the gap in the next area (Area 10 on the map). This causes Wario to change direction *as he falls*, smashing through the iron block to the right and claiming the coins from within.

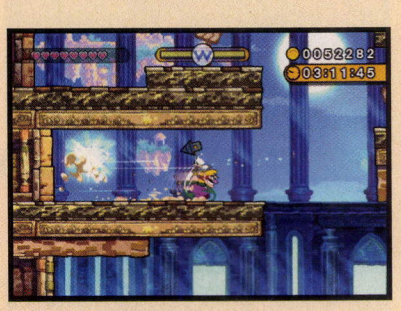




Change direction again and head left, smashing through another iron block and nabbing the diamond from the nook beyond. This final diamond should shoot your score above 55K!

Collect 55,000 coins

Hit ✚ *just before* you exit the diamond nook to once again make Wario change direction as he falls through the air. Wario will be sprinting left by the time he lands, dashing toward the next area at top speed.

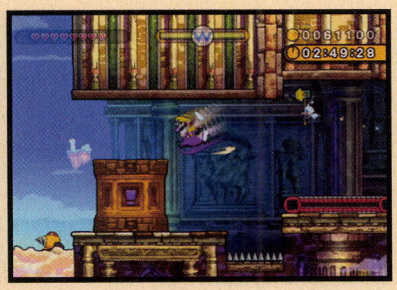


NOTE

Navigating Area 10's ledges in this fashion is mandatory if you want to clear the time challenge.

Area 10 leads back into Area 5. Leap as you cross the up/down pillar to soar over the spikes below, then keep speeding toward the next area.

Jump from Area 4's cloudy ground to avoid hitting the short wall at the area's far left side. Continue speeding through Area 2, crashing straight through the iron block between the two doorways.



You're home free now! Leap both red conveyer belts as you streak back through the first area, aiming to dash across the top of the wide up/down pillar to maintain speed. Rush into the starting gate with all major objectives accomplished.

Finish before the clock hits 2:50:00

Playing It Safe

Now that you've found all of Airytale Castle's treasures and coins, and beaten its time challenge, you just need to get through the stage without taking damage or breaking any rocket buckets. This is easy to do so long as you don't take any unnecessary risks. Cut straight through the level without risking a visit to Area 6, and be careful of spike pits you encounter as you make for the Merfle cage.

Beat the stage without taking damage

Don't break any rocket buckets

Soggybog River

Stage Overview

Far from the most scenic of places, Soggybog River is a small stage that's flooded with rushing water. You can claim all three treasures and complete almost all of your mission objectives here in just one pass. One of the treasures requires you to take a dip in the river, though, so you'll need to make a second run if you want Wario to beat the stage in a dry set of clothes.

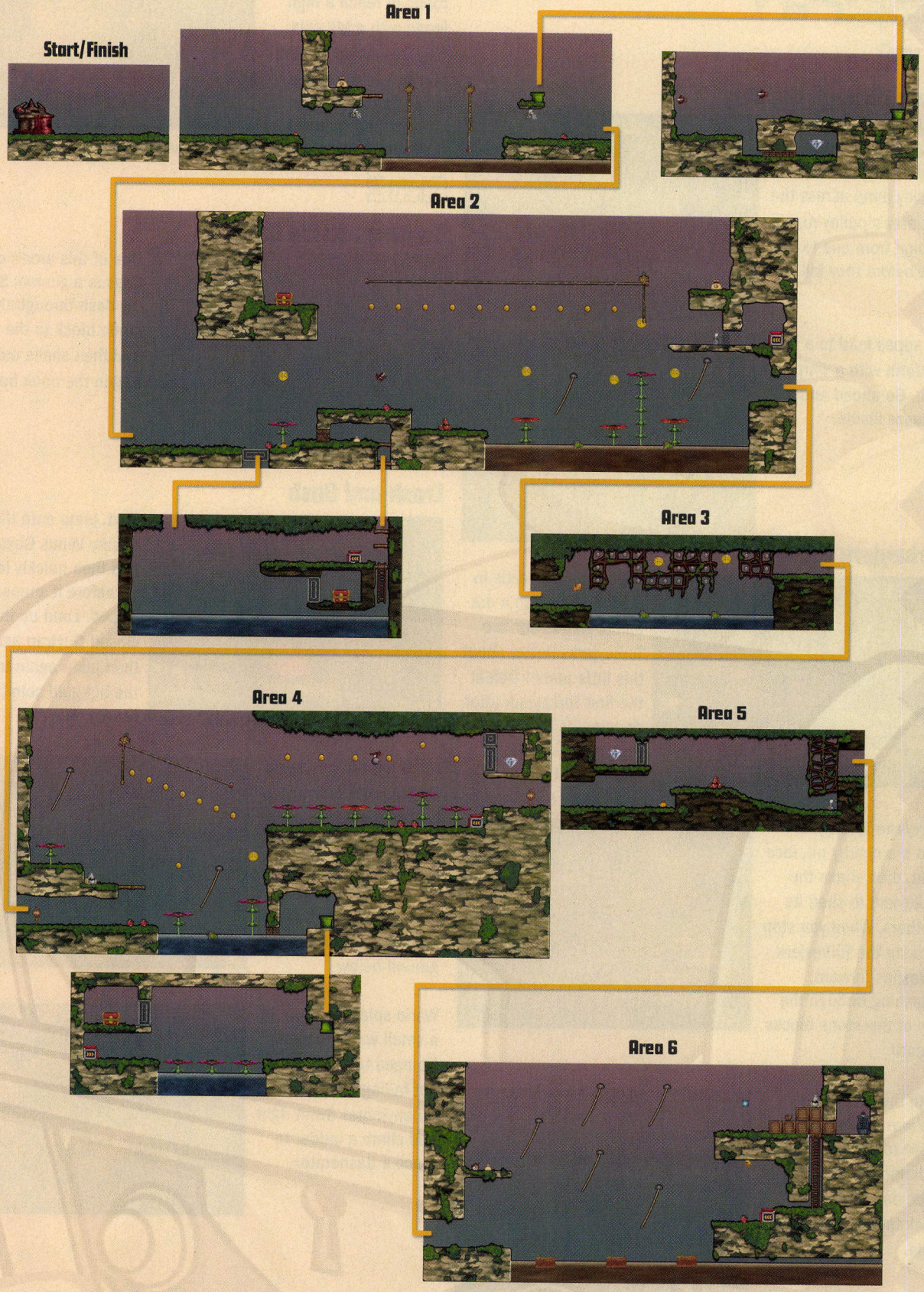
Missions

- Finish before the clock hits 1:45:00
- Beat the stage without taking damage
- Collect 55,000 coins
- Defeat the golden enemy
- Beat the stage without falling into the water

Treasure

- Amber Ring
- Bottle of Toad Oil
- Flowerworks

Walkthrough: Jiggle Jungle

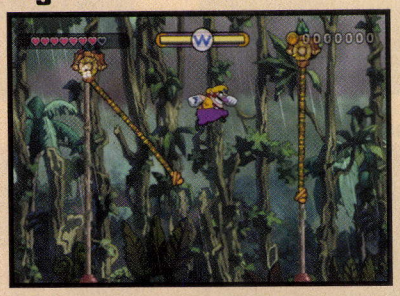


WARIO LAND SHAKE IT!

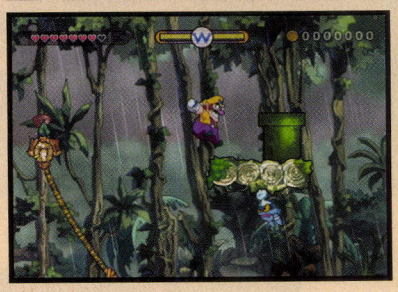
Area 1

A Jog through the Bog

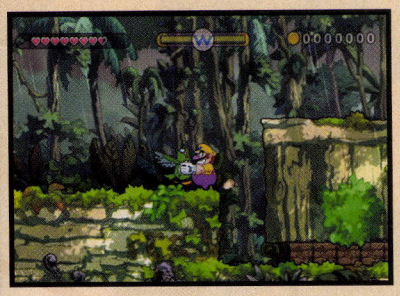
Soggybog River lives up to its name—the whole place is soaked! Quickly jump across the first area's pulley ropes, leaping from one to the next before they fall.



The ropes lead to a high platform with a warp pipe. Go ahead and squeeze inside.



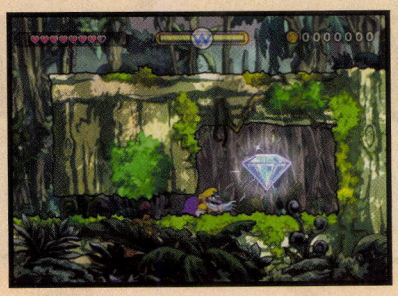
Turkeyjerk Work



The warp pipe leads to a small area with a diamond. Heads up: Two Turkeyjerks flutter about this little place! Defeat the first Turkeyjerk after dodging its attack dive, then stun the second and pluck it up.

Carry the Turkeyjerk into the nearby pit, face right, then shake the Turkeyjerk to shed its feathers. When you stop shaking the Turkeyjerk, it dashes forward, smashing through the row of tiny stone blocks ahead!

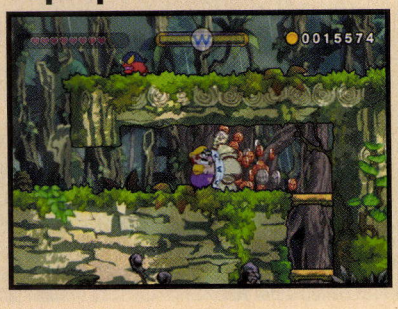
With the blocks out of the way, you're free to crawl forward and claim a diamond. Pocket this prize and then head back through the warp pipe.



After popping back out of the pipe, quickly leap left across the pulley ropes to reach a high ledge with a big coin bag. You've got to jump fast before the ropes drop! Shake out your coinage and then cross the ropes once more to venture onward.

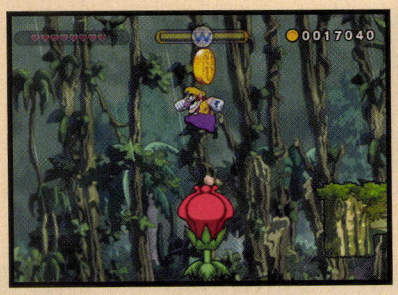
Area 2

Guytraps Strike Back



One of this area's coin bags is a gimme: Simply dash through the stone block to the right and then shake out the bag in the nook beyond.

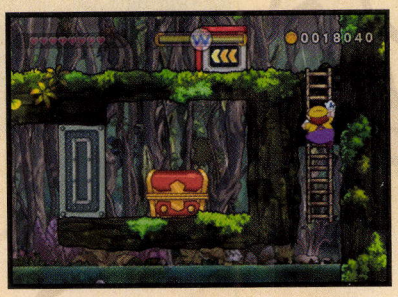
Crash and Dash



Next, jump onto the nearby Venus Guytrap and then quickly leap up before it snaps closed. Land on the closed Guytrap and then jump again to nab the big gold coin that hovers above.

Jump left off the closed Guytrap and tuck into a butt stomp at the apex of your jump. Wario gets just enough height to supercharge his butt stomp, crashing through the big iron block in the ground below.

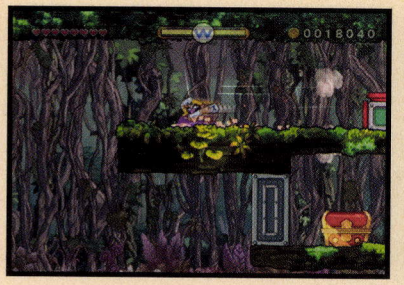
Wario splashes down in a small watery cavern. No need to worry about not falling into the water anymore! Swim right and climb a ladder to reach a dasherator.



Missions

Treasure

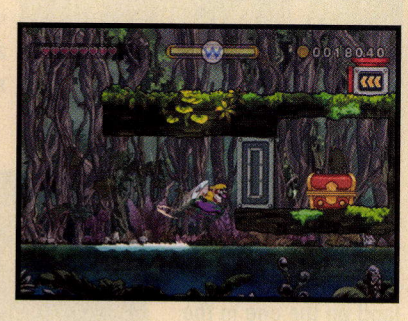
Rocket out of the dasherator, hitting ✚ to change direction *before you fall* from the ledge. This causes Wario to change direction *as he falls*—he'll be speeding to the right when he hits the water below!



NOTE

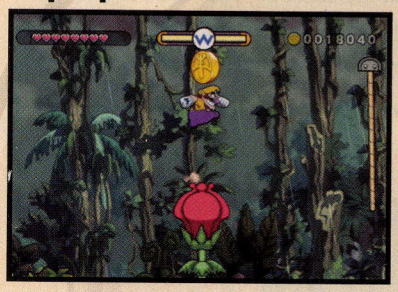
You can't change direction while dashing across water; Wario sinks when you try.

Leap the moment you splash down to bash through the iron block above and claim the treasure from the chest beyond. Nice dash! Now climb the ladder again and hop up the platforms to return to the surface.



Amber Ring

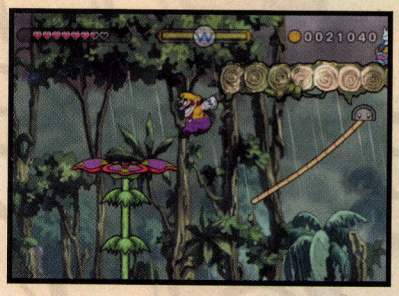
Guytrap Patch



Explore to the right to locate a number of Venus Guytraps. Trick the Guytraps into closing, then jump from them to reach the big gold coins that hover above.

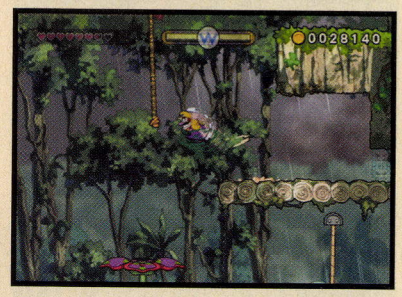
CAUTION

Beware: Hungry Scarracudas lurk in the river below!



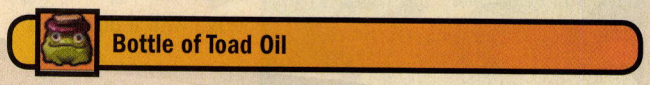
Swing from the far right rope to reach the tallest Guytrap plant. Leap off fast before it closes and land on the nearby ledge, which sports a dasherator.

Ignore the dasherator for now and jump to the overhead pulley rope. Use this rope to reach a big coin bag on the ledge above.



Now return to the dasherator and climb inside. Jump as you dash toward the pulley rope to grab it and fly sideways, collecting a row of gold coins.

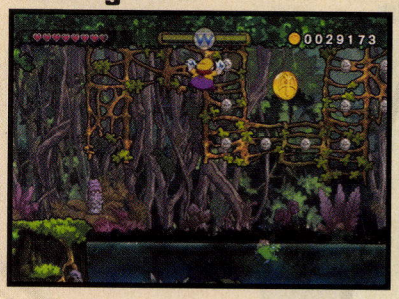
When you reach the end of the line, jump left to reach a high ledge with a treasure chest. Open the chest to claim your second treasure.



Bottle of Toad Oil

Area 3

Climbing Vines

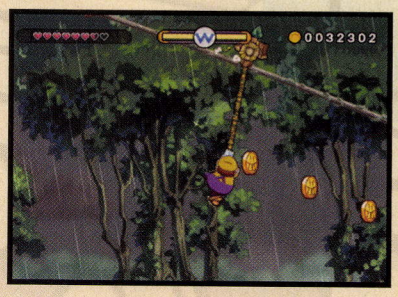


Wario must cross a long trail of vines in this area, but watch out: Scarracudas patrol the waters below! Monitor these threats as you shimmy along, nabbing coins.

TIP

Remember: When jumping from vines, you must hold ✚ to grab back on.

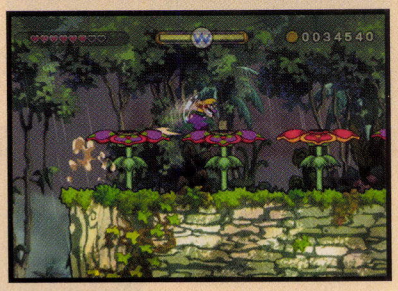
Area 4

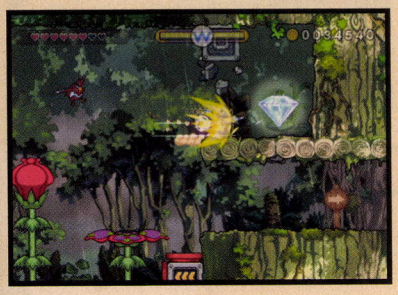


Trick this area's Venus Guytraps into closing, and then leap from them to reach an overhead pulley rope. Grab the rope to slide down, snatching up a row of gold coins.

The rope leads to a ledge with lots more Guytraps and a dasherator. Dive into the dasherator and bolt left.

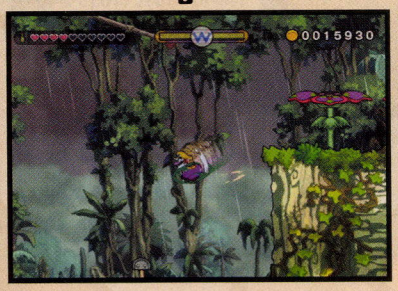
Change direction as you near the end of the ledge, then jump. Begin dashing right across the row of Guytraps.



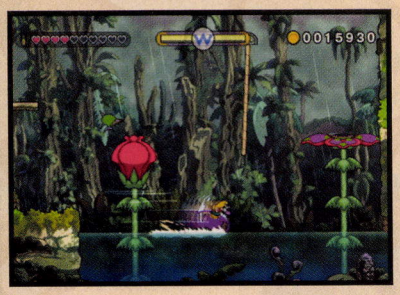


Leap from the tallest Guytrap to crash through an large iron block, landing on a high ledge with a diamond!

More Dashing to Do



You're not done yet: Return to the dasherator and launch left, dashing straight off the edge of the Guytrap ledge.

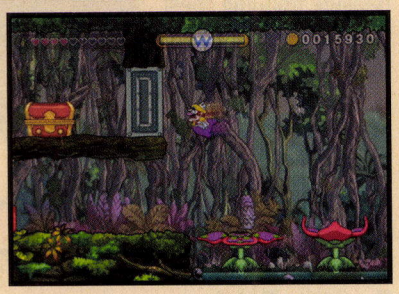


Wario lands on the lower trail. Hit ✚ to change direction after you land, sprinting across the water to the right.

Duck as you near the far wall. Wario slides through some tiny stone blocks, coming to a stop near a warp pipe! Jump up and crawl inside.

Guytrap Dash

The warp pipe leads to a small area with more Guytraps and a dasherator. Climb into the dasherator and streak across the Guytraps, making them all close.



Change direction before hitting the far wall and then jump to clear the first Guytrap and land on the one in the middle. Quickly jump off the middle Guytrap to soar through the iron block above, landing on a ledge with a chest. Open the chest to claim this stage's final treasure, then exit through the warp pipe and continue.

Flowerworks

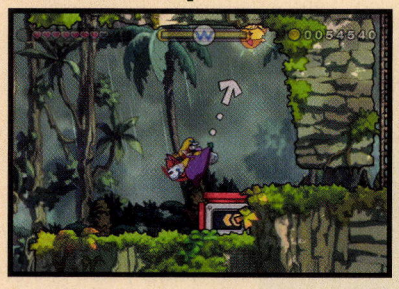
Area 5

This area tempts you with an out-of-reach diamond. Ignore the gem for now and climb the far vines to proceed.

Area 6

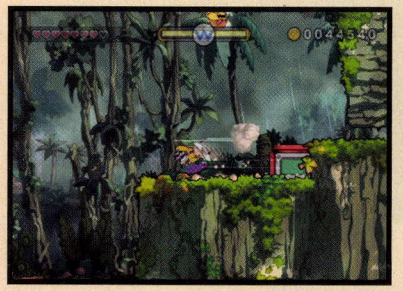
The Soggybog River flows at full force in this area! Leap right across the logs as the current sweeps them toward you.

Golden Enemy



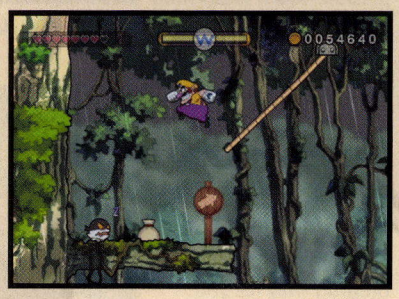
Hopping the logs lands you on a ledge with a Bandinero and a dasherator. Stun the Bandinero and toss it at the nearby golden enemy, who's walking on the ceiling above. Or, perform an Earthshake Punch to stun the golden enemy. It will fall to the ground, where Wario can pick it up and shake it for coins.

Defeat the golden enemy



Now dive into the dasherator and sprint left, skipping across the water and speeding back into Area 5.

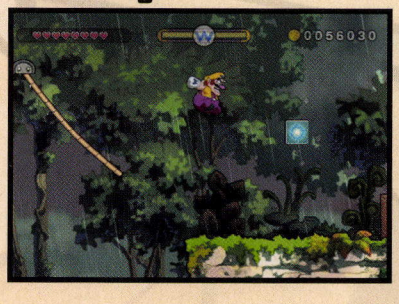
You haven't forgotten about that diamond, have you? Jump as you draw near to smash through the big iron block and claim it, bringing Wario's coin total just under 55K.



Return to Area 6's dasherator ledge. This time, leap left across the hanging ropes to reach a coin bag on a high ledge. Shake loose your loot to meet your coinage goal.

Collect 55,000 coins

Merfle Cage



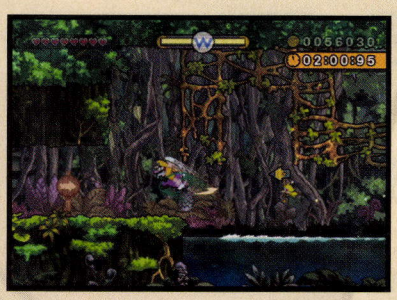
Leap along the ropes to reach a high right ledge, where you discover the checkpoint block. The Merfle cage is nearby; hit the checkpoint to save your progress.

Watch out: A dangerous Shortfuse and Boom-dinero stand watch over the crates to the right! Carefully dispatch these last few foes, then smash through the wooden crates to reach the Merfle.

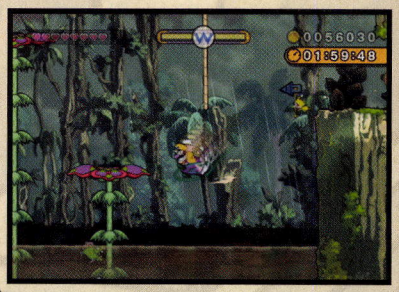
You know the drill: Shake the cage, start the timer!

Escape Run

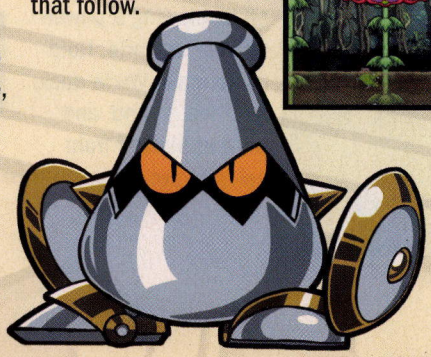
You're shooting for speed during this escape run. Run and dash all the way back to Area 6's dasherator, then climb inside to get moving at a full clip. Let Wario sprint straight into the next area.



Bolt across the water in Area 3, hopping to clear the lip at the far end.



Race straight off the entry ledges in Area 2, falling and then rushing across the water below. Jump the short walls that follow.



Repeat the same tactics in Area 1: Dash off the entry ledge, run along the water, and then jump the short walls beyond. Then simply streak into the starting gate to record your record time!

Finish before the clock hits 1:45:00

Treading Water

You'll need to make a second pass through Soggybog River if you want to make it through without falling into the water. This is because you must get wet in order to claim one of the stage's treasures. Make your second run short and sweet, and try not to take any damage along the way!

Beat the stage without falling into the water

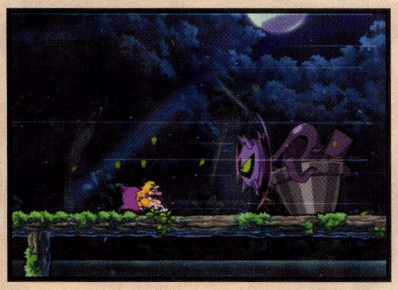
Beat the stage without taking damage

Bloomsday Blowout

Stage Overview

Prepare to be blown away! Bloomsday's a great big plant monster with one bad attitude. Keep Wario from being swept off his feet during this frantic floral fight!

This Guy Blows



Bloomsday kicks things off by blowing a powerful gale at Wario. Hold ✚ to make Wario duck, grab the ground, and prevent himself from being blown away.

CAUTION

Bloomsday commonly attempts to blow Wario into the purple Venus Guytrap behind him. If you're ever blown backward, jump to avoid being gobbled up!

When he runs out of breath, Bloomsday spits out a pair of Bandineros to keep Wario occupied. Immediately stun one of the Bandineros with an Earthshake Punch, then toss it at Bloomsday's head.

Bull's-eye! The impact stuns Bloomsday, knocking the boss off balance. Hurry and dash into Bloomsday's base before the brute recovers!

Counterattack

Beware: Each time you damage Bloomsday, the boss counters by slamming the ground and sending a huge wave of thorns at you. Dash left and jump off the fight platform to avoid being jabbed. You'll likely land on the Venus Guytrap; jump again quickly to avoid being eaten!

Bloomsday next spits out a Bumbleprod, then quickly looses another strong gale. Don't duck during the windstorm this time or the Bumbleprod may hit you; run into the wind and jump the spiky goon instead.

NOTE

Wario can't grab or throw Bumbleprods; their spikes don't allow for it.

Missions

Treasure

Bloomsday's next minion is a new enemy: a Flipsting! Let loose an Earthshake Punch to stun the Flipsting the moment it lands, then quickly grab its shell and toss it at Bloomsday's head.

Once again, follow up with a dash attack aimed at Bloomsday's base. You can strike twice if you're fast!

TIP

Remember to shake enemies for garlic when Wario's hurt.

Hopping Mad

Bloomsday switches tactics when it falls to half its health, slamming the ground to summon a wall of thorns in front of itself. When you see Bloomsday power up and bound into the air, be ready to jump to avoid being knocked silly when the fiend crashes back down.

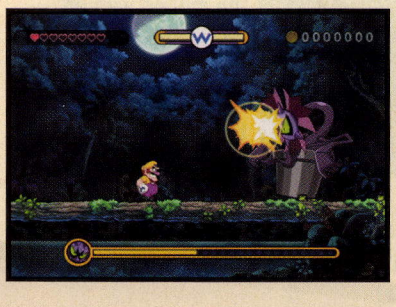
CAUTION

Bloomsday will still send out waves of thorns on occasion. If you don't see the boss power up before it leaps, you know that a wave of thorns is coming!

Keep your distance from Bloomsday and wait for the boss to spit out a pair of Flipstings. Stun the first Flipsting with an Earthshake Punch and grab it, then start running away from Bloomsday.

Bloomsday soon begins sucking in air, creating a powerful drag that pulls Wario toward the thorns! This is why you wanted to keep your distance from Bloomsday; hold onto your Flipsting and run left to avoid being stuck.

When Bloomsday finally stops sucking, it next leaps up to slam the ground again. Keep hold of your Flipsting and jump to avoid being knocked silly when the brute rumbles the stage.



Bloomsday's ground-pound causes its defensive thorn wall to wither. Now's your chance! Quickly hurl your Flipsting at Bloomsday, following up with a fury of dashes.

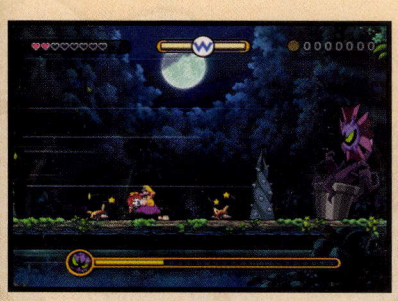
Pushed to the Limit

Repeat these tactics until Bloomsday bounds into the air, crashes back down, and summons a pair of thorn walls that trap Wario. As always, jump to avoid being stunned when Bloomsday lands.

Bloomsday next spits out a dangerous Boomdinero. Hammer the ground with an Earthshake Punch the moment the Boomdinero lands, then grab the goon and shake off its armor.

TIP

Now's a great chance to collect garlic if Wario's hearts are low!



Bloomsday next tosses a pair of stunned Bumbleprods into the mix, then begins sucking and blowing, creating chaos. Keep hold of your goon and run against the gales, doing your best to stay away from the thorns. Jump any Bumbleprods that fly your way.

Jump to avoid Bloomsday's next ground-pound, which causes the thorn walls to wither away, freeing Wario. Act fast by hurling your goon at the boss's head to stun it, following up with fast dashes.

Keep countering Bloomsday's attacks and punishing the boss when the chance permits. Best this overgrown brute to acquire its boss emblem and move one step closer to your showdown with the Shake King!

Mount Bighill

Stage Overview

Wario's next destination is a secluded temple built atop the heights of Mount Bighill. This sacred place has been defiled by the Shake King's goons and must therefore be looted—er, that is, cleared out. (Yeah, that's the ticket!) You can complete all three of this level's missions and claim all of its treasures in a single playthrough, as long as you're careful not to take any damage along the way.

Missions

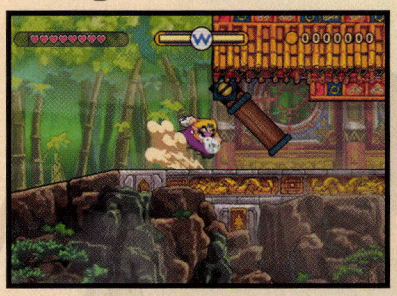
- Finish before the clock hits 2:00:00
- Beat the stage without taking damage
- Collect 60,000 coins

Treasure

- Last Mahjong Tile
- Nine Winks
- Dragon Whisker

Area 1

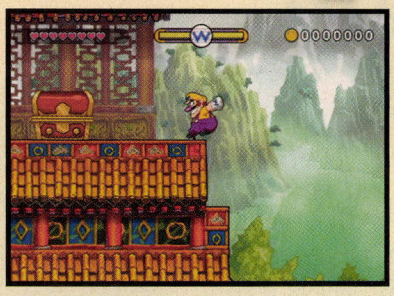
Making an Entrance



To enter the temple, one must first knock. Wario doesn't have that kind of patience, though: Dash into the temple's entry doors to batter them open, defeating a Boomdinero that stands in the way.

Dash into the revolving door that follows and climb up the ladder beyond. Turn around afterward and dash into the door again, accessing a nook that sports a big coin bag.

Dash back through the revolving door, then jump on top of the door itself. Begin leaping up the eaves of the temple's roof.



Keep jumping until you reach a treasure chest that sits on high. Nab your first treasure and then drop back down.

Last Mahjong Tile

Before leaving the area, manipulate the revolving door to create a flat surface up top, as pictured. This will come in handy during your escape run!

TIP

In addition to dashing into revolving doors, Wario can butt stomp them to rotate them from above, or jump up and whack them to spin them from below.

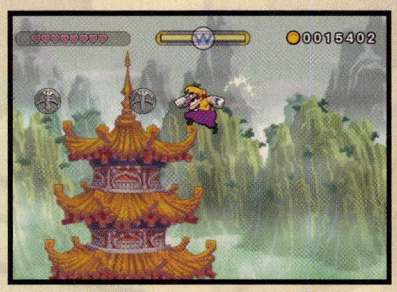
I totally didn't realize that this revolving door needed to be set up for the escape run, and I ended up paying for it! Fortunately, Mount Bighill's a small level, and it doesn't take long to go back through and set things up properly.

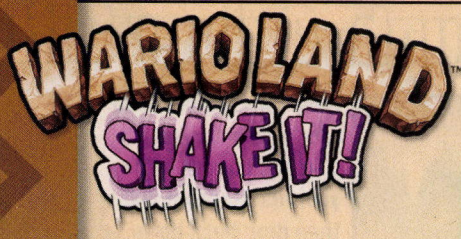
Area 2

Hidden Coinage

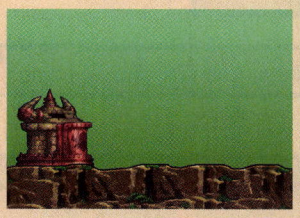
Bounce along Area 2's accordion blocks, nabbing a coin bag that sits atop one of them. Carry the coin bag somewhere more suitable before shaking out its contents.

Butt stomp off of the accordion blocks to soar much higher, collecting several out-of-sight coins that float high above. Make sure to get them all!

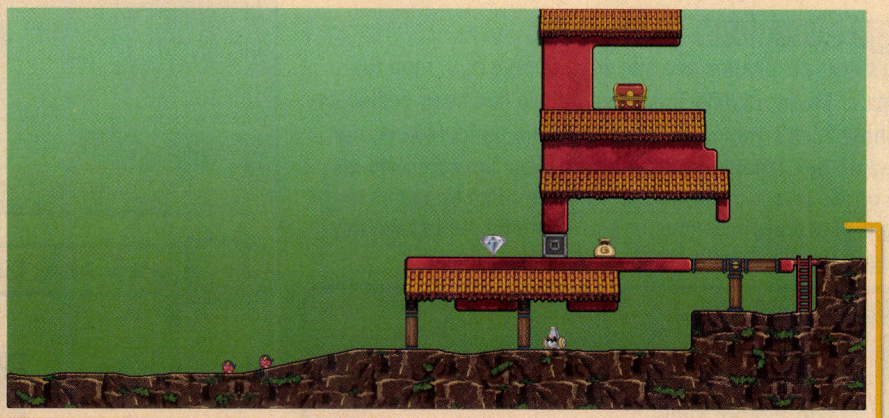




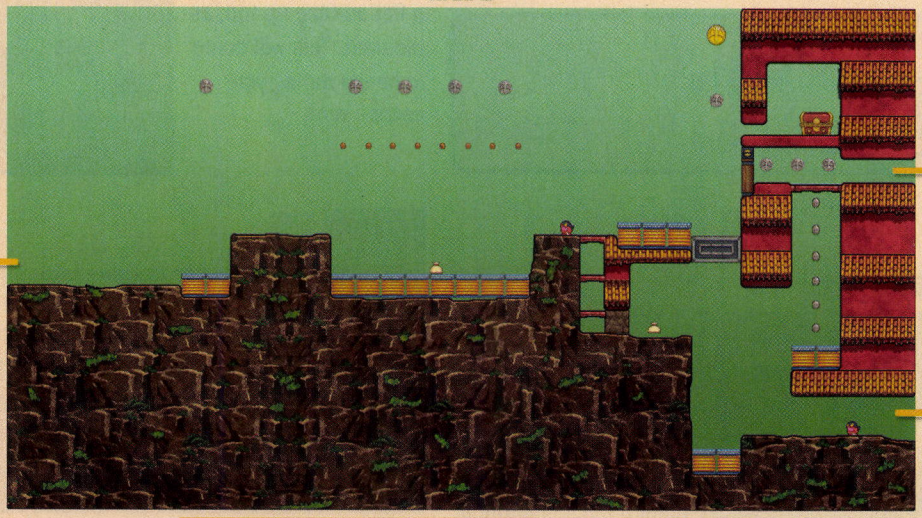
Start/Finish

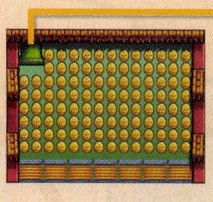


Area 1

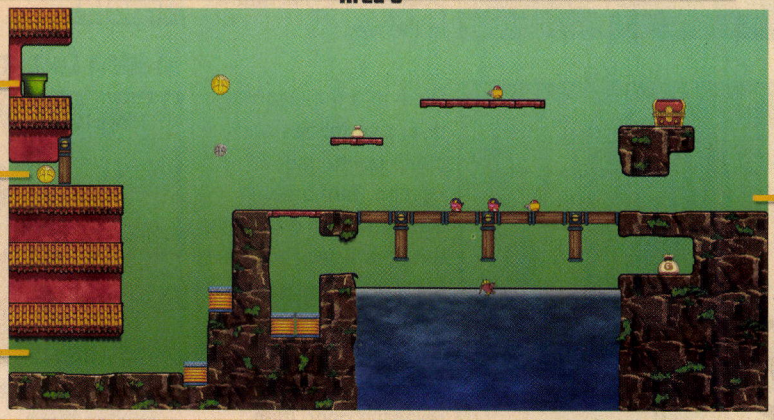


Area 2

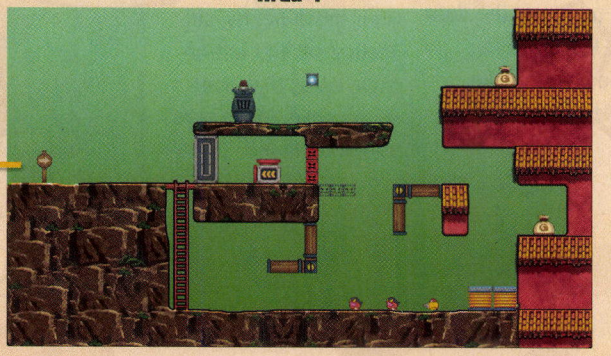




Area 3



Area 4



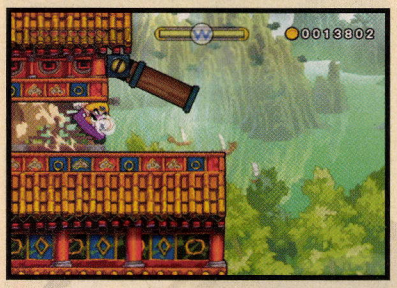
Missions

Treasure

Bound from the far right accordion blocks, curling into a butt stomp to smash through the iron block in the nearby ground. Bounce up from the accordion blocks below and snatch a coin bag that sits on a lower ledge.

Doors Ajar

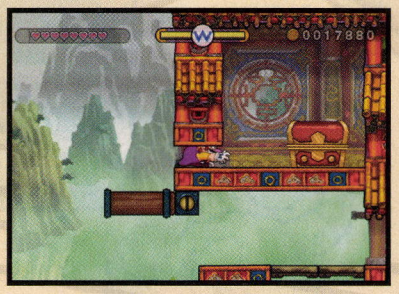
Butt stomp off the higher accordion blocks to the right to reach a high ledge with several big silver coins. Collect the coins and then head right.



Dip into the next area for a brief moment to nab a big gold coin from this high vantage. Dash into the nearby door to knock it upward, then return to Area 2.

Dash into the door to the left to flip it up as well, then drop from the ledge. Butt stomp off the nearby accordion blocks to nab a big gold coin that floats high above, then land atop the upturned door as you fall.

Belly-hop off the door to enter the nearby crawlspace, creeping through to open the treasure chest in the nook beyond. Pocket the prize and then proceed to the next area.



Area 3

Bouncing for Loot

Butt stomp off this area's highest accordion block to nab a big gold coin from the sky. Butt stomp off the block a second time and soar left, aiming to land on the upturned door you opened a moment ago.

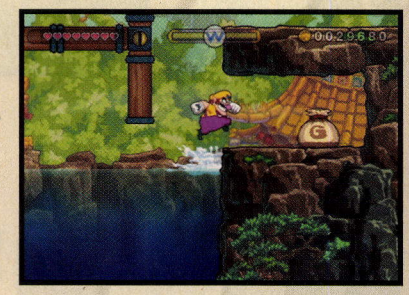
Jump from the door to reach a high nook, where you discover a warp pipe. Climb inside to make Wario's day.

Temple Treasury

Jackpot! The warp pipe leads to a tiny room packed with gold coins. Swipe all the coinage and then return through the pipe.

Doors Galore

Three revolving doors are lined up in the area's center. Butt stomp through the door on the right to discover a big coin bag sitting in a nook below.



Swim across the water and butt stomp off the accordion blocks to the left. This gives Wario enough height to snatch a coin bag that sits on a platform high above.

Next, butt stomp through the left revolving door to spin it, then jump from the top of the door to reach a higher platform. Hop over to the next platform to the right, but be careful: A Nosedozer roams up there!

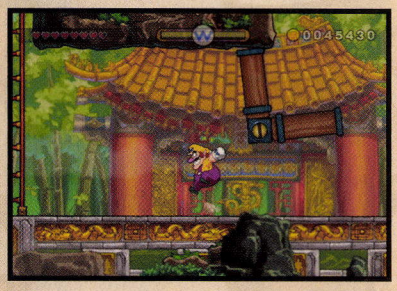
Leap from the Nosedozer platform to reach a high ledge with a chest. Crack open the chest to claim this stage's last treasure.

Dragon Whisker

You've successfully pillaged this area, but before you leave, take a moment to prep your escape run. Manipulate the revolving doors to create a flat runway as pictured, then continue.

Area 4

Merfle Cage



This area houses the Merfle cage, but you can't quite reach it at first. Ignore the cage for the moment and climb down the nearby ladder to locate a revolving door. Jump up and whack the door's flat side from below, spinning the door into an L shape, as shown.

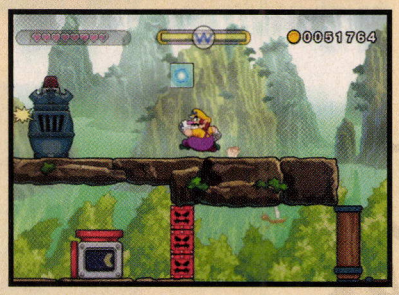
Run right and bound off the accordion blocks ahead to claim a big coin bag from a nook.

Use the same accordion blocks to reach the top of a higher revolving door. Butt stomp the door's flat side to spin it counterclockwise.

Return to the accordion blocks, and this time, leap up and around to land atop the first revolving door. Dash-jump off of the door to strike the broad side of the second revolving door, flipping it into an L shape.

At last, you can scale the second door to reach the Merfle cage. Before hitting the checkpoint block, leap over to the right ledge and shake out a big coin bag.

Great! Now simply hit the checkpoint and free the Merfle to begin your escape.

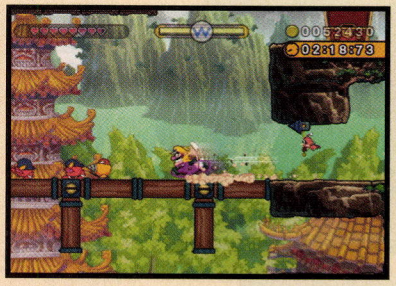


Missions

Treasure

Escape Run

When the countdown begins, immediately run right and drop onto the revolving door below. Dash left to spin the door and access a dasherator. Climb inside to streak out of the area at top speed.



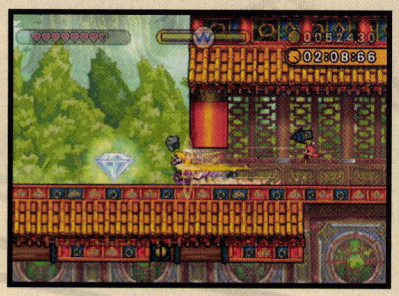
Back in Area 3, Wario dashes straight across the revolving doors you've so thoughtfully prepared for him. Jump the gap beyond to continue dashing into Area 2.

TIP

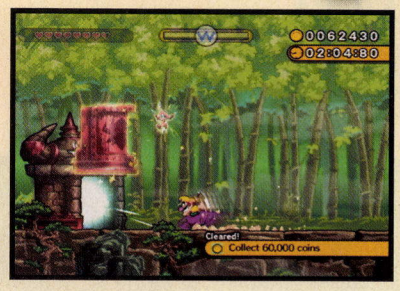
If you didn't prep the stage's revolving doors for your escape run, retry from the checkpoint and run back through the level to fix them.

No need to touch the controls while sprinting back through Area 2: Wario automatically bounces off the area's accordion blocks, leaping all obstacles he encounters along the way.

Assuming you've prepped the first area's revolving door, Wario just keeps dashing along, busting through an iron block and nabbing a valuable diamond. This final prize rockets your score over the 60K mark!



Collect 60,000 coins



The starting gate is just ahead. Sprint inside to record a record-setting time and complete the stage in style.

Finish before the clock hits 2:00:00

Beat the stage without taking damage

Creep Blue Sea

Stage Overview

Welcome back to the ocean floor! Creep Blue Sea is significantly more challenging than the Subwarine stages you've seen thus far, so expect to face a torrent of foes as you steer your vessel through some of the Shake Dimension's nastiest nautical hazards.

Missions

- Collect 40,000 coins
- Collect eight gold coins in a row
- Don't break your Subwarine

Treasure

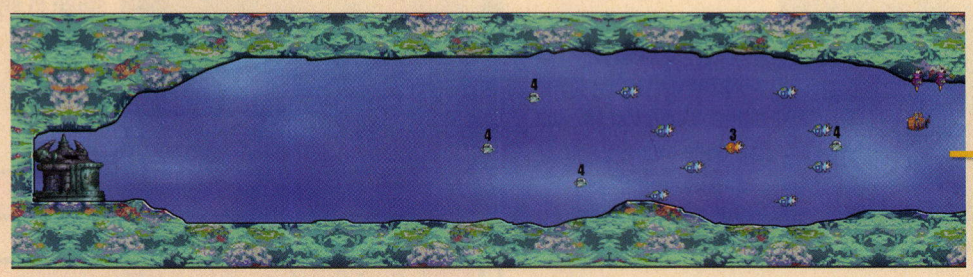
Pirate's Eye Patch
Message in a Bottle
Blue Coral

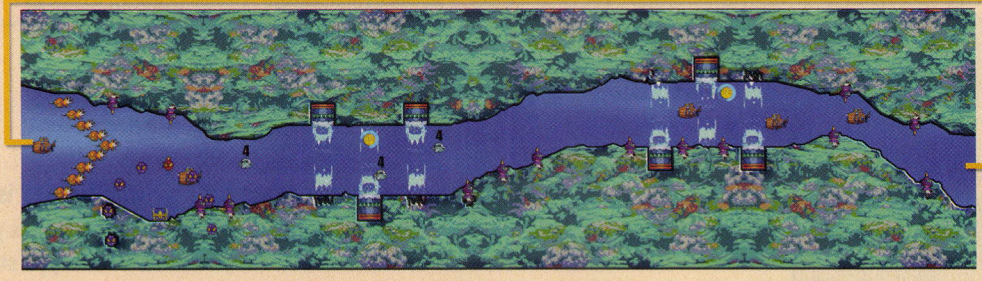
Goon Tidal Wave

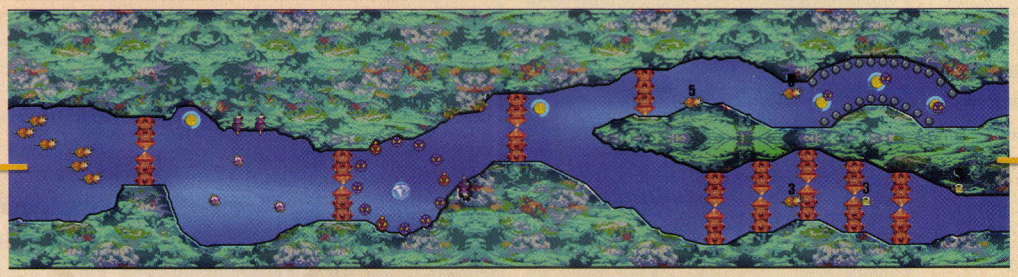
Like the previous sub stages, Creep Blue Sea throws loads of enemies at you from the get-go. Take it slow and blast these foes for coins.

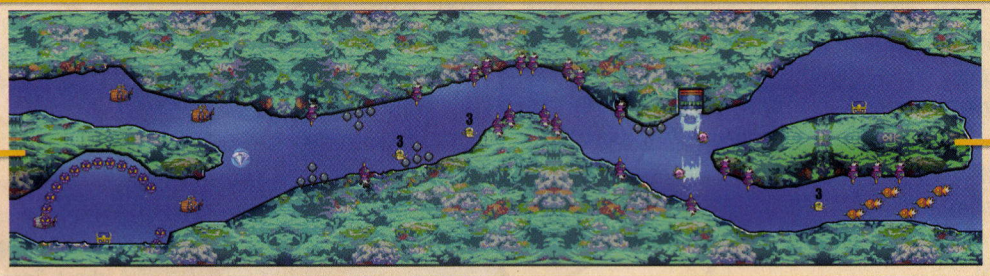
Grunchin surround the stage's first treasure chest. Torpedo the red Grunchin to defeat the whole crew, then shoot the chest to claim your prize.

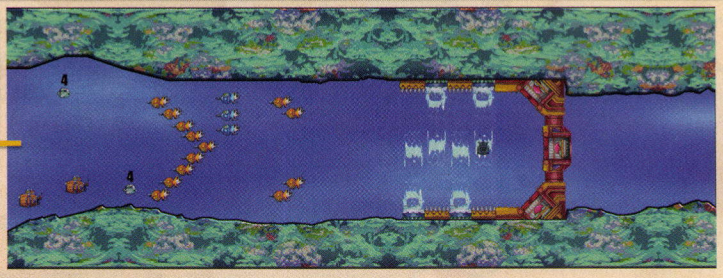
Pirate's Eye Patch





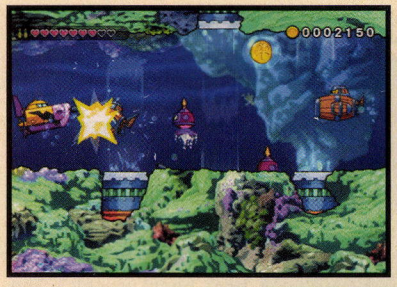






Missions

Treasure

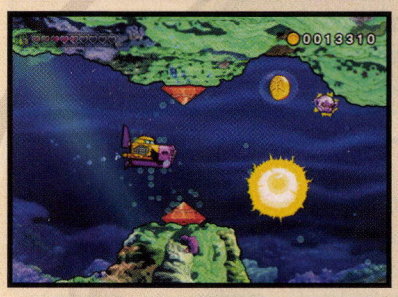


Jacuzzi jets line the passage ahead, making it tough to control your sub. Do your best to stay the course as you wade through, nabbing big gold coins.

Steady as she goes: The third set of jacuzzi jets aims to drive you into dangerous depth charges! Keep away from those explosives and be sure to nab the shining diamond near the last set of jets.

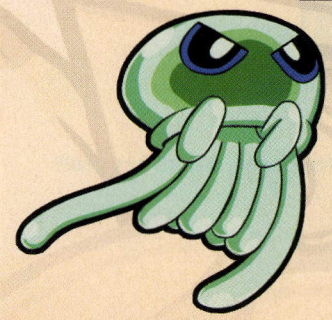
Midway Gate

Wario is delayed by a gate that seals off just beyond the jacuzzi jets. Foes soon flood the area; do your best to avoid damage as you torpedo the gate's eye.



Things only get worse after you pass the gate: Swarming Jellopus send out electric shocks, and giant sea spikes poke out to jab you. Speed up and blast the Jellopus before they can send out too many shocks. Snag the big gold coin that floats nearby.

Beyond the Jellopus, a gang of Grunchin circle a diamond. Nail a red Grunchin to gain access to the gem.



The Splits

Take the high road at the first fork to claim a trio of big gold coins, or go low to locate a treasure chest. Both passages are filled with hazards, so stay sharp!

Message in a Bottle

TIP

If you're after gold coins, the upper trail sports more Tub-subs.

No matter which trail you take, be sure to claim the diamond from the spot where the passages converge. This final sparkly could very easily rocket your score over 40K!

Collect 40,000 coins

The narrow, curvy passage that follows is just awful. Keep back, steer clear of depth charges, and keep those torpedoes coming to obliterate the masses of Jellopus and Plungers.

TIP

You can see a Plunger's pointy helmet poke out from the seabed just before it swims out to strike. Use this to your advantage!

Take the high road at the next split to claim the stage's final treasure. There's nothing but goons down below, though it may help to go that route and defeat them all if you're a few coins shy of the 40K mark.

Blue Coral

Rescuing the Merfle

As usual, Wario arrives just in time to witness the Merfle cage being pulled away behind a giant gate. This final standoff is tough, as jacuzzi jets attempt to shove your sub into dangerous spikes! Fight the current and fire at those gate eyes until the whole thing goes boom.

TIP

Advance on the gate to keep from being buffeted about by the jacuzzi jets.

Destroy the gate to rescue the Merfle and complete the stage. Nice work there, Wario!

Collecting Gold Coins

As always, hold your fire when searching for specific coins in the sea. Sink only Tub-subs, which always give off three gold coins when defeated. There are plenty of Tub-subs in Creep Blue Sea, and they come at you early on. Blast each one and nab their coins, quickly racking up eight in a row so you can focus on surviving the rest of the stage.

Collect eight gold coins in a row

Salvaging the Subwarine

Here at Creep Blue Sea, Wario's Subwarine is considered "broken" when its health is reduced to four and a half hearts (assuming you've been purchasing post-boss heart vessels). The usual tips apply: Stay defensive and destroy all enemies that threaten your sub. Keep to the higher trails at the forks as well, as they tend to feature fewer foes and hazards.

Don't break your Subwarine

Slipshod Slopes

Stage Overview

Wario has braved the fiery depths of Mt. Lava Lava. Now he faces the frigid heights of Slipshod Slopes! Due to conflicting mission objectives, at least two playthroughs are required to clear this frosty stage. Keep it icy out there!

Missions

- Finish before the clock hits 1:40:00
- Beat the stage without taking damage
- Collect 65,000 coins
- Don't defeat any enemies
- Defeat five enemies with icicles

Treasure

Hot Dog
Crown of Ice
Aurora Robealis

Area 1

Snow Day

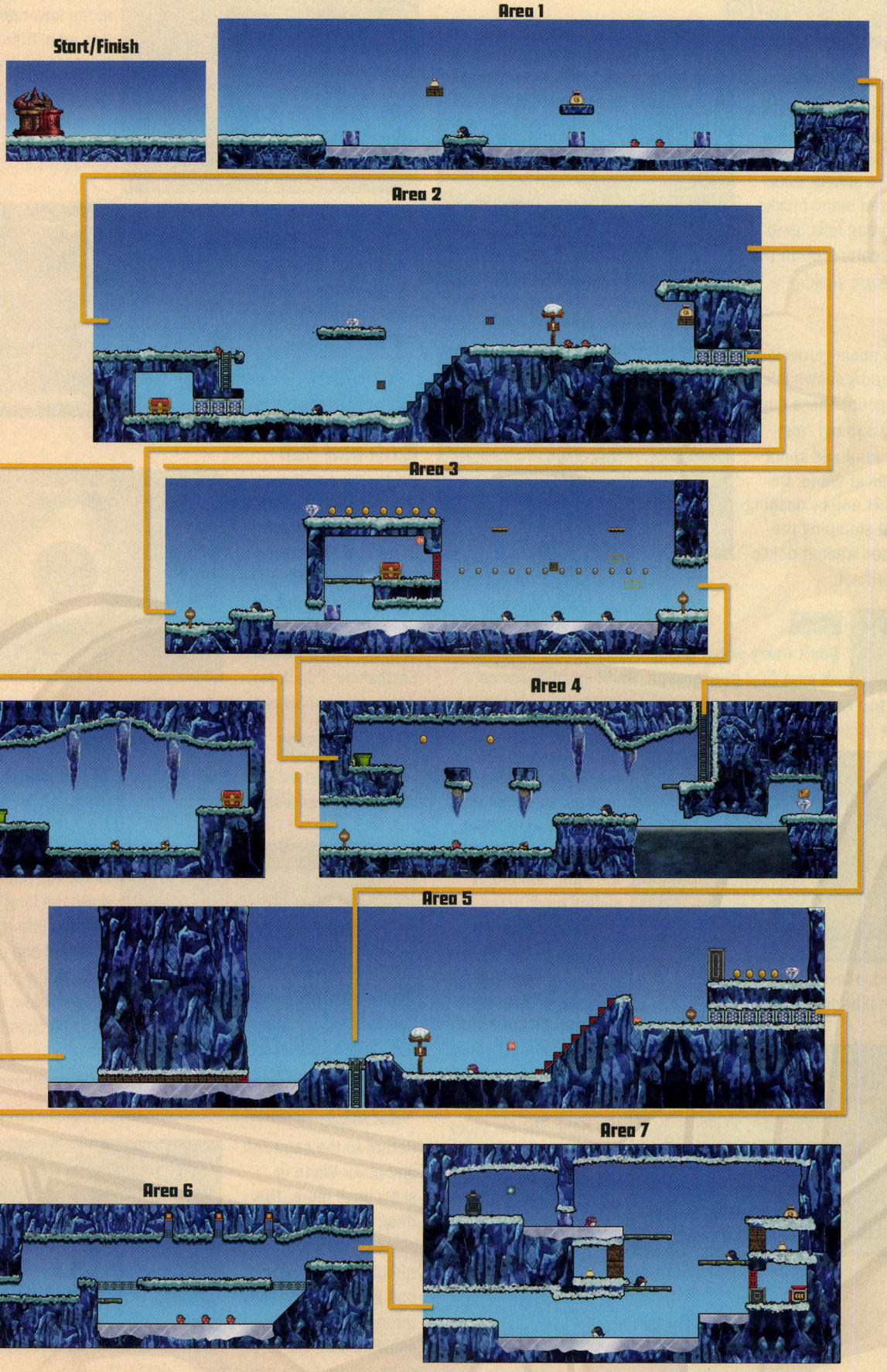
Conditions are slick at the slopes today. Dash into the first ice block you see to send it sliding to the right.

NOTE

Wario slips about on icy surfaces, but he has good traction in the snow.

Missions

Treasure


Start/Finish
Area 1
Area 2
Area 3
Area 4
Area 5
Area 6
Area 7

The ice block comes to a stop against a snowbank. Jump onto the block, then jump again to smash some overhead stone blocks. A coin bag falls; grab it and carry it off to the left before shaking it out.

A new enemy lurks in the nearby snowbank: a Pengoon! These guys like to pop out from the ground and shoot iceballs at Wario. Defeat this one by dashing or butt stomping the Pengoon when it pokes its head out.

NOTE

Don't worry about trying not to defeat enemies on your first playthrough. You'll spare them on a separate run.

Ignore the next ice block you see and proceed to an ice block on the far right. Dash into this ice block from the right, sending it sliding back to the left. The block comes to rest next to the one you passed, allowing you to leap up and retrieve a big coin bag from a high platform.

Drop down and into one of the ice blocks from the left, shifting it to the right. The ice block comes to rest against the far right wall; jump up to reach the trail above.

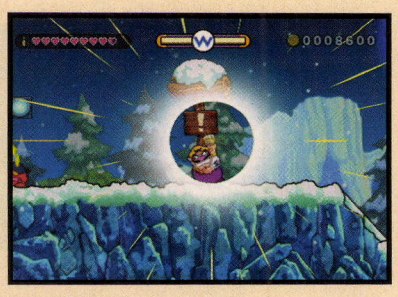
Area 2

Defeat the Pengoon in the lower portion of this area, then hit the nearby switch to make a blue staircase appear.

Hop up the steps and stun one of the roaming Bandineros. Toss the baddie at the stone blocks above to lower a big coin bag.

Rock and Roll

Hit the blue switch atop the steps to banish the staircase, then stand in front of the snow-covered signpost to the right. These signposts are called snowdrifts; rock the place with an Earthshake Punch to dump some snow onto Wario's head.



NOTE

Ignore this area's diamond; you'll grab it during your escape.

With Wario covered in snow, hop left and roll down the long hill. Wario tumbles into a giant snowball and crashes through the snowflake blocks below, exposing a treasure chest!

Hot Dog

Return to the snowdrift and cover Wario in snow once more. This time, roll down the little slope to the right. Wario tumbles into a snowball again and crashes through the row of snowflake blocks to the right, landing in a new area.

Missions

Treasure

Area 3

Outracing Ice Blocks

Dash into this area's ice block, sending it sliding to the right. Quickly follow behind the ice block, dashing for speed and leaping onto it as it slides.

Jump from the sliding ice block and hit the overhead switch as you draw near. This causes some yellow platforms to appear nearby.

TIP

If leaping from the moving ice block proves too difficult, instead stun one of the area's Pengoons with an Earthshake Punch, then toss it at the switch.

The ice block comes to rest against the far snowbank. Use it to reach the yellow platforms above.

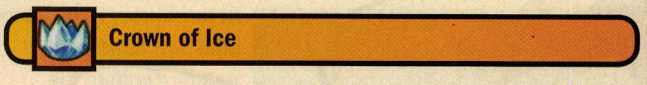
Scale the yellow platforms to reach some overhead moving platforms. Cross the moving platforms to visit a ledge that's lined with gold coins—and a giant diamond!

TIP

Jump from the yellow platforms to claim the nearby silver coins as well.

Dash into the ice block from the right, sliding it back to the left. Start dashing and jump the ice block to get ahead of it.

After leaping the ice block, turn around and wait for it to catch up with you. Jump onto the ice block as it passes by, then quickly leap off of it to reach an overhead ledge with a chest. Claim your treasure before proceeding to the next area.

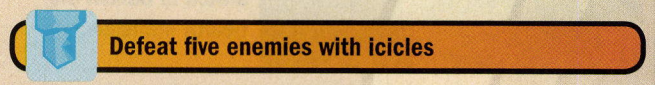


Crown of Ice

Area 4

Beware of Falling Ice

A Bandinero and a Bumbleprod are standing in dangerous spots in this area: They're right beneath giant icicles! Pound the ground with an Earthshake Punch to drop the icicles on the goons' heads, defeating them both. Leave the area and return to repeat this maneuver until you satisfy one of your missions.



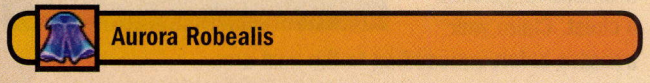
Defeat five enemies with icicles

Jump from the icicles after they fall to snatch the big silver coins floating above. Then leap from the icicles to reach a high ledge with a warp pipe.

NOTE

Downed icicles shatter after a few moments, then quickly re-form on the ceiling.

The warp pipe leads to a tiny cavern. Use an Earthshake Punch to knock down the first overhead icicle, then leap onto it. Quickly perform another Earthshake Punch to knock down the next icicle ahead, and repeat until you reach a treasure chest on a high ledge.



Aurora Robealis

Return through the warp pipe and head right. Before climbing the ladder to the next area, swim along the water to discover a diamond in a secret nook!

Area 5

Beware this area's purple Pengoon: It spits out three iceballs at once instead of one. Dispatch the goon and then hit the nearby switch to banish the nearby staircase.

Just look at that background—the northern lights never looked so cool! If there's one thing I love about *Wario Land*, it's the game's art direction. Then again, you'd expect this level of care from the anime studio that crafted the legendary flick *Ghost in the Shell*.

Stand beneath the nearby snowdrift and hammer the ground to blanket Wario in white. Hop onto the little hill to the left to make Wario roll back down it and speed toward the bigger hill to the right.

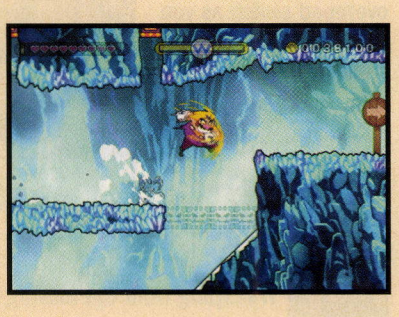
Wario zings up the big hill and crashes through a row of snowflake blocks on the trail above, tumbling into the next area.

NOTE

Ignore the overhead diamond; it's attainable only during the escape.

Area 6

All you need to do in this little area is pass through unharmed. Take the high road and wait for the blue Flimflam to fall before safely leaping over them. Don't touch these little fellows or Wario will be frozen!



NOTE

Flimflam become harmless after they fizzle into puffs of smoke.

Area 7

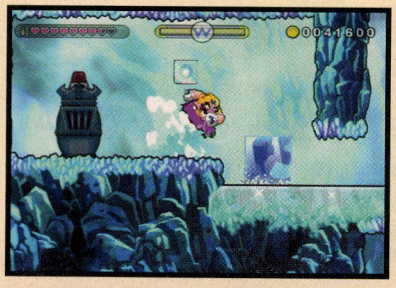
Goons on Guard

Each of this area's ledges is defended by a devious Pengoon. Dash into each Pengoon you see as you scale the area, busting through stone blocks to access nooks with coin bags.

The big coin bag takes a little more effort to reach. Begin by dashing into the top ledge's ice block, shifting it to the left.

Missions

Treasure



The block slides right next to the Merfle cage. Don't hit the checkpoint yet; instead, carefully jump the block and dash into it from the left, sending it sliding off to the right.

The block comes to a stop near the big coin bag's ledge. Hop up to claim your coinage.

CAUTION

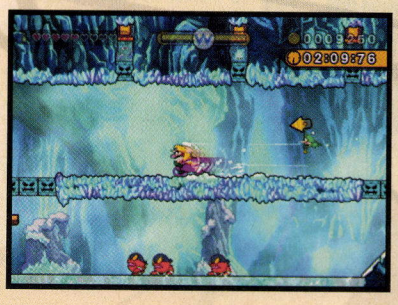
Don't move the ice block anymore. Leave it be or it may become an obstacle for you during your escape run.

Merfle Cage

With the area fully looted, return to the Merfle cage. Hit the checkpoint and shake the cage to free the Merfle trapped inside.

Escape Run

It's possible to clear the time trial and satisfy your coin-collection mission all in one dash, so let's get going! As soon as the countdown begins, make for the dasherator in the area's lower-right corner. Climb inside to start sprinting back toward Area 6.



Area 6's gaps have been conveniently filled by blue shake blocks, and the Flimflam are no longer falling. Streak straight through without a second thought.

Jump the wall as you enter Area 5 and dash down the hill that follows. Change direction when you reach the bottom and sprint back up, leaping through an iron block to claim the gold coins and diamond beyond.

Change direction again after nabbing the diamond and bolt back down the hill. Continue sprinting left until you reach a wall, then fall into a slide to smash through the long row of tiny stone blocks at the wall's base.

Wario emerges on a high ledge back in Area 2. Leap just before you descend the blue steps to soar onto a high platform with a diamond. This precious gem should propel your score well over 65K!

Collect 65,000 coins

Make short hops on your way back through Area 1, leaping any ice blocks you may have left in your path as you dash for the starting gate.

Finish before the clock hits 1:40:00

Beat the stage without taking damage

Sparing Enemies

You'll need to make a second run through the level to meet your final objective of making it through without defeating any enemies. Be careful when shifting ice blocks this time around; Pengoons commonly lurk behind them and will be crushed by the blocks if they're caught in their path!

You must also avoid defeating the enemies in areas with icicles. Make sure no goons are standing beneath icicles when you pound them down! Avoid taking damage by pushing a Bandinero into Area 4's Bumbleprod. This will move the foe without harming Wario.

Lastly, those Pengoons near the Merfle cage need to be handled with care. It's best to stun the ones on the lower trail with Earthshake Punches on your way in, carrying them up to an out-of-the-way nook, like the ones that the coin bags are kept in. This way, no Pengoon will come to harm during your exit dash!

TIP

There are two ways to get through Area 5's stone blocks: by dashing, or by sliding down the small hill to the right of the blocks. If you dash, maintain your slide after you break through the blocks to end Wario's sprint, reducing the odds of defeating upcoming enemies by accident.

Don't defeat any enemies

Bad Manor

Stage Overview

A spooky countryside estate, Bad Manor is filled with all sorts of creepy-crawlies. Fortunately, Wario can satisfy all of this mansion's missions in just one visit! Follow along carefully to make your stay at the manor less ghastly.

Missions

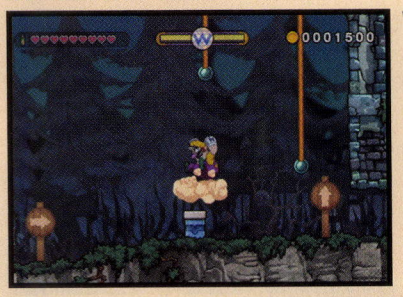
- Finish before the clock hits 1:50:00
- Beat the stage without taking damage
- Collect 55,000 coins
- Pound down all push buttons
- Don't defeat any enemies

Treasure

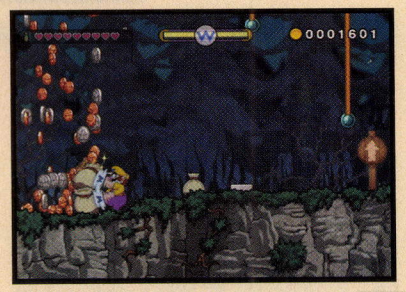
Vampire's Mirror
Star Hammer
Pandora's Box

Area 1

Buried Treasure

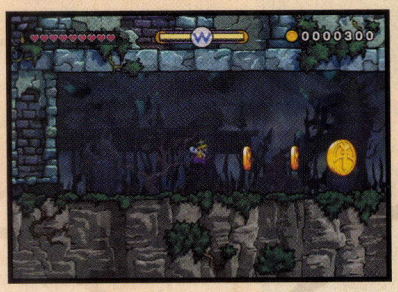


Wario begins on a dark path leading toward the manor. Jump onto the peg-like push button that sticks from the ground and then pound it down with a butt stomp.



Poof! Two coin bags pop up from the ground. Shake them both for some quick cash.

Wario Gets Wee

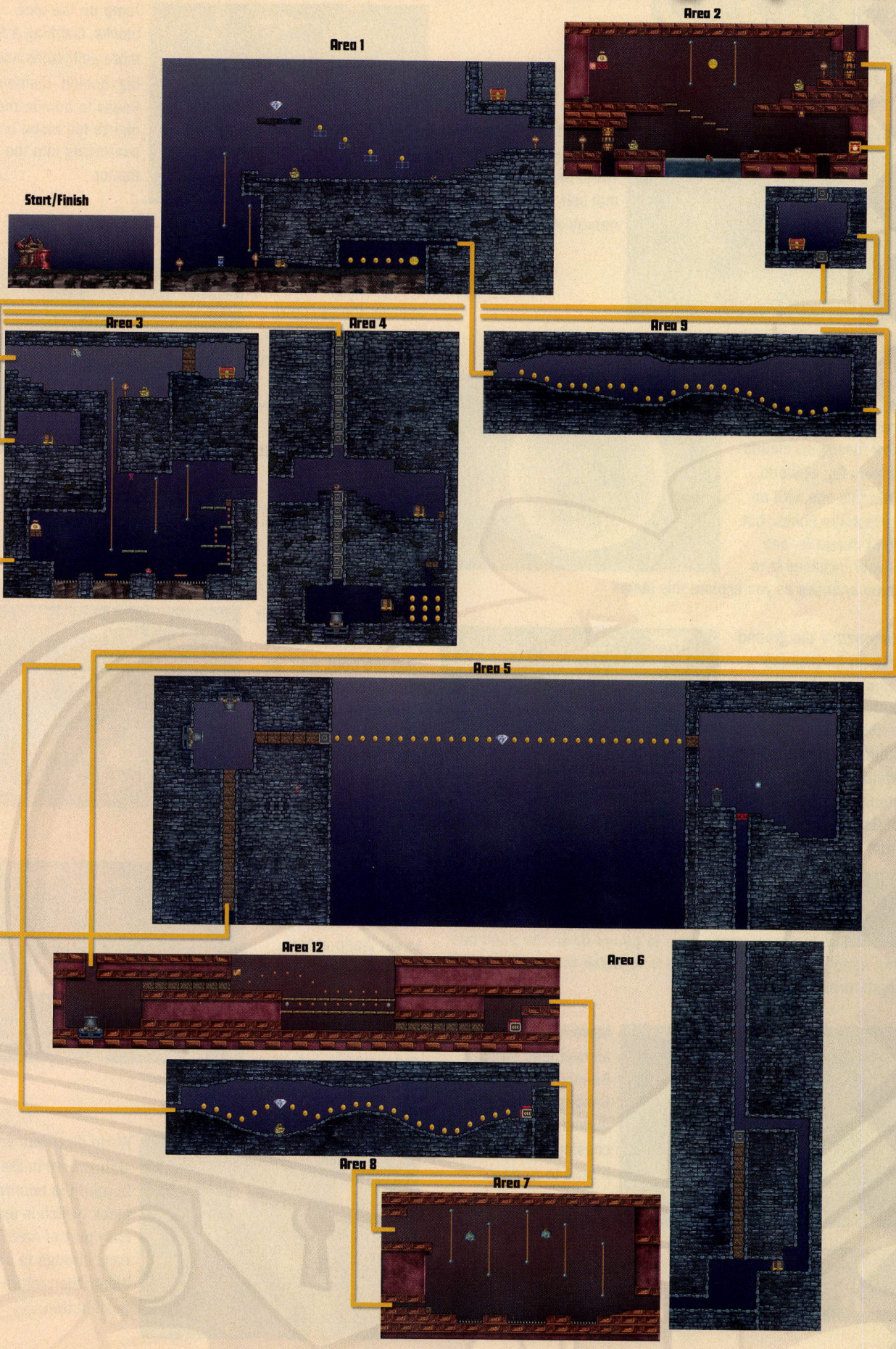


Pass through the nearby shrinkbarrel to reduce Wario to micro size. Explore the nook beyond to claim several gold coins.

Missions

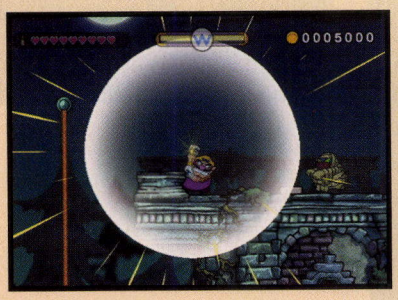
Treasure

Walkthrough: Quiver Cliffs

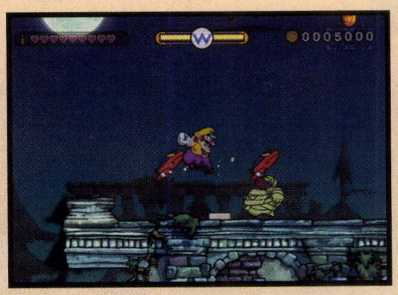


Return through the shrinkbarrel to restore Wario back to his normal self, then scale the nearby climbing poles.

Mummer Mischief



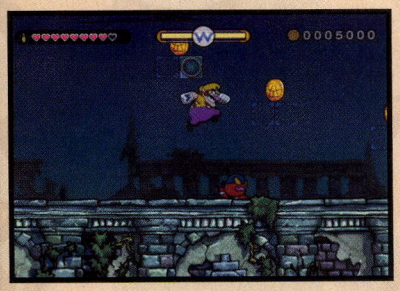
Careful: A dangerous Mummer hangs out on the ledge above! These slow foes spew clouds of toxic fog at Wario. Stun this one with an Earthshake Punch, but don't defeat it—one of your missions is to spare enemies as you explore this stage!



Hammering the ground with an Earthshake Punch causes a push button to rise in front of the Mummer. Butt stomp the push button while the Mummer is stunned to make a pair of Bandineros pop up from the ground.

TIP

If you use another Earthshake Punch to stun the Mummer, make sure to pound down the push button again. One of your missions is to finish the stage with all push buttons pounded down.



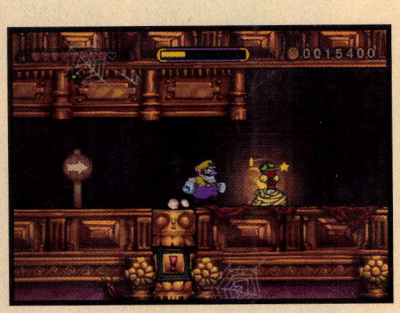
Move right and spy an overhead switch. Bounce off of one of the Bandineros you summoned to hit the switch, causing some blue blocks to appear.

CAUTION

Don't hurl an enemy at the switch! It works, but you'll defeat the foe.

Jump up the blue blocks, claiming a few more gold coins and a big, honkin' diamond. Pause to admire the night's full moon before continuing into the manor.

Area 2

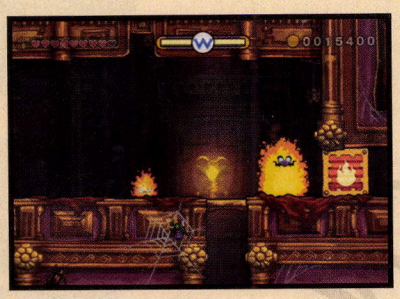


Pound the ground with an Earthshake Punch to lower the up/down pillar inside the manor, simultaneously stunning the Mummer beyond. Jump over the Mummer without defeating it and cross the pool that follows.

CAUTION

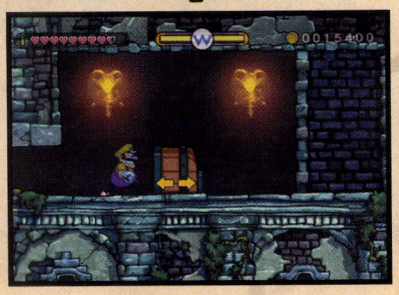
Careful: A Scarracuda swims this pool!

Before raising the push button you discover past the pool, wait for the roaming Bumbleprod to step near the water's edge. Then snap off an Earthshake Punch to raise the peg, trapping the Bumbleprod on the left for safekeeping.



Touch one of the fiery Flimflams that drop from the nearby ceiling to set Wario ablaze. Bounce between the raised push button and the opposite bonfire block until Wario's consumed by fire, then touch the block to break it.

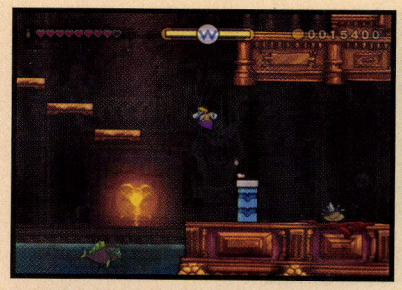
More Shrinkage



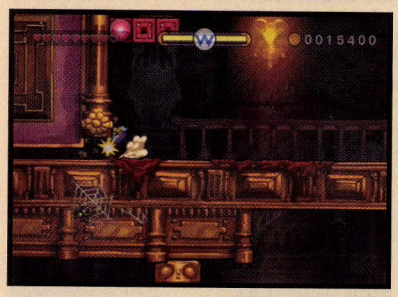
Wario discovers another shrinkbarrel in the nook beyond the bonfire block (which is technically part of Area 3). Pass through to shrink Wario, then return to the push button.

Missions

Treasure

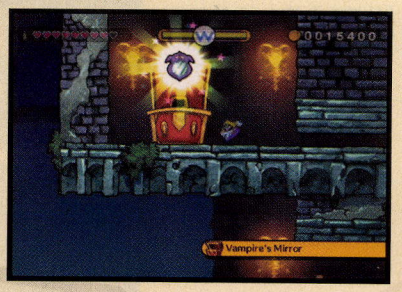


The Bumbleprod will be back on the right side of the push button now, but that's OK: Dodge the pest and leap from the push button to reach the stepped platforms above.



Dash into the stone block in the wall beyond the stepped platforms to reveal a tiny crawlspace. Only Mini Wario can squeeze through this little passage!

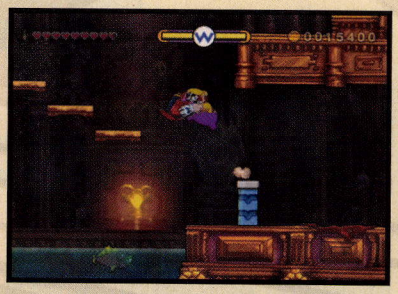
The bitsy crawlspace leads to a nook back in Area 1. Dash into the treasure chest to collect a new goody.



Vampire's Mirror

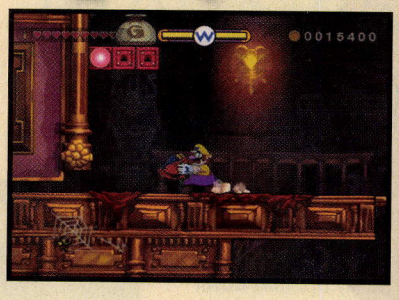
Little Help

Return to the shrinkbarrel and restore Wario to his usual, nasty self. Carefully avoid the falling Flimflam as you make for the push button, unleashing a butt stomp to knock it back into the ground.



Pop! Two Bandineros shoot up from the ground. Stun them both with an Earthshake Punch, raising the push button in the process. Grab one of the Bandineros and leap from the push button to reach the stepped platforms, just as you did when you were micro size.

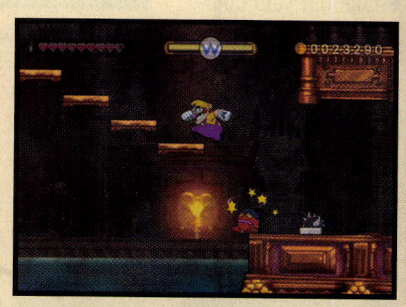
Spy an overhead switch and push ✚ to gently set the Bandinero down beneath it. Bounce off the Bandinero to hit the switch, banishing some overhead blocks and causing a big coin bag to fall.



CAUTION

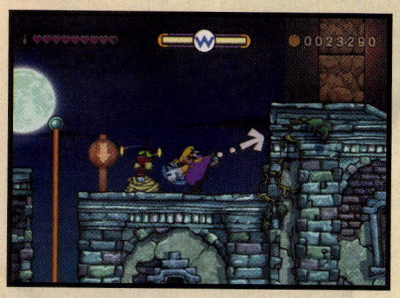
Again, don't throw the baddie at the switch or you'll defeat it!

Return to the push button after shaking out your loot, and pound it down once again with a butt stomp. Bounce off the remaining Bandinero to reach the stepped platforms and proceed.

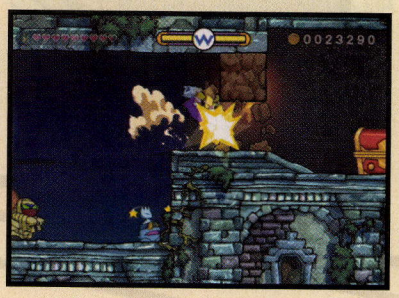


The whole process of passing through this area without jeopardizing mission objectives took me a while to figure out. First, I couldn't stop hitting that pesky Bumbleprod while Wario was running about on fire! After I figured out how to trap the goon safely away, I got stuck trying to leave the area without leaping off the raised push button. Of course, I eventually solved these problems, but what a mind bender!

Area 3

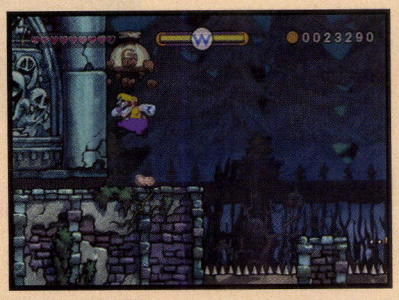


Unleash an Earthshake Punch to daze the aggressive Pitchfork and Mummer in this area. Snatch up the Pitchfork, leap the stunned Mummer, and then toss the Pitchfork into the right wall.



Quickly bounce off the stuck Pitchfork to reach the ledge above. Dash through the stone blocks to discover a hidden treasure chest!

Star Hammer

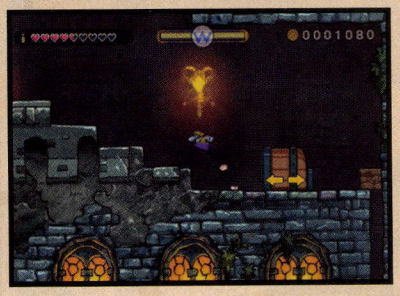


Descend the nearby pole to reach the area's lower half. Avoid the pesky Spinbat down here as you make for the big coin bag that sits atop some stone blocks to the left. Shake out your coinage and take note of the teensy crawlspace in the nearby wall before heading right.

Area 4

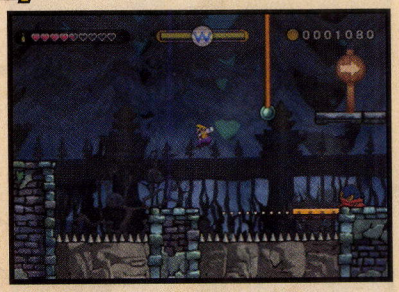
Quick Visit

Beware the Shortfuse in this area—you don't want to get shot! Stun the Shortfuse with an Earthshake Punch and then carefully jump past.

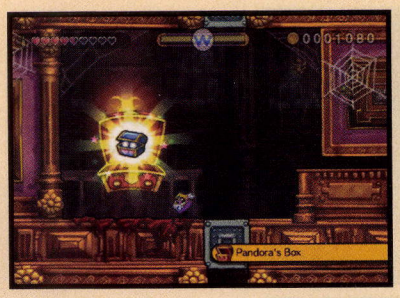


Wario discovers another shrinkbarrel to the right. Pass through to become Mini Wario, then dodge the Shortfuse on your way back to the previous area.

Area 3 (Revisited)



Careful: Mini Wario can't grab hold of poles, so don't leap carelessly through Area 3. Descend the little platforms along the right wall instead, then make your way back to the tiny crawlspace you noticed a moment ago.



The little crawlspace leads to an ornate room with a chest. Swipe the stage's final treasure and then return to the shrinkbarrel in Area 4.

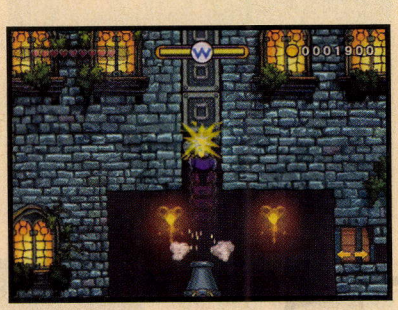
Pandora's Box

Area 4 (Revisited)

Stun this area's Shortfuse again, and this time, carry the goon away from the iron blocks it stands atop. Tap ✚ to set it down anywhere else.

Now dash apart the tiny stone block near the shrinkbarrel and drop down the little shaft beyond. Wario lands in a small room full of gold coins! Collect the coinage and then pass through the shrinkbarrel in the left wall to restore Wario to full size.

Cannon Action

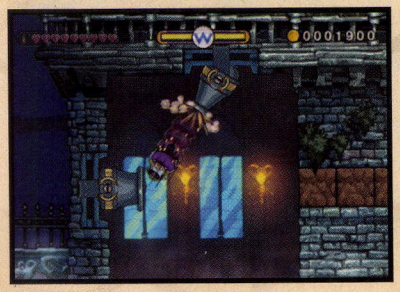


The room beyond the shrinkbarrel sports a cannon. Climb inside and launch Wario straight up, smashing through the long row of iron blocks and streaking into the next area.

NOTE

If you don't move the Shortfuse, Wario defeats the goon when he rockets upward!

Area 5



Wario flies straight into another cannon, becoming lodged inside. Fire Wario into the cannon on the left wall, then rocket him through the row of blocks to the right.

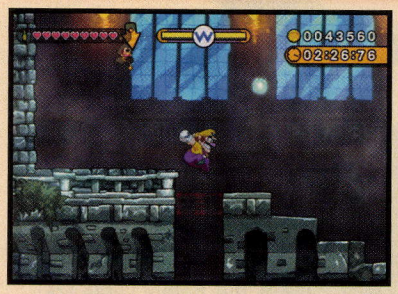
Missions

Treasure

Merfle Cage

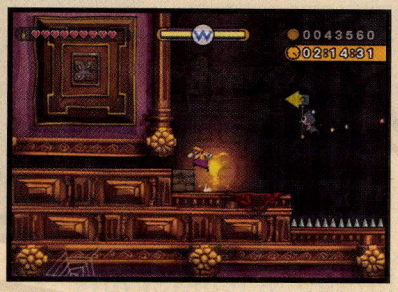
Wario collects a number of coins and a giant diamond as he streaks through the sky. When you regain control, hop up the steps to the left to locate the stage's Merfle.

Escape Run



Pat yourself on the back if you've yet to take damage or defeat any goons: You're about to clear all of this level's missions in just one playthrough! Drop down the pit that has opened up behind Wario to begin your escape, but don't press ✚ to butt stomp as you fall.

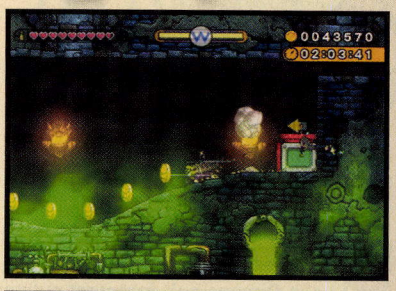
Because you didn't initiate a butt stomp, Wario doesn't crash through the iron blocks he lands. This is a good thing; busting through the blocks only leads to a slower, less profitable escape path, and who needs that? Drop down the shaft to the right instead to locate a shrinkbarrel, passing through to become Mini Wario.



Carefully leap the spike pits in the next area (Area 7 on the map). Crawl through the tiny passage in the far left wall, which only Mini Wario can enter.

TIP

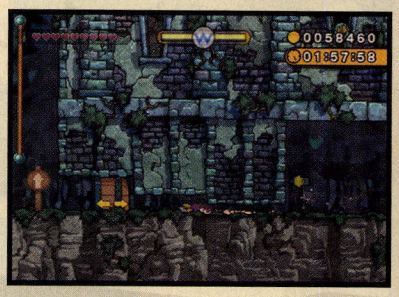
If you dash apart the stone block near the tiny passage, belly-hop to get inside.



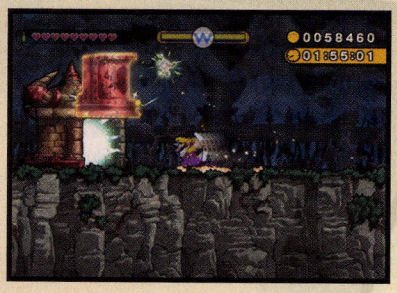
The passage leads into the manor's sewage-filled basement. Hop into the nearby dasherator to sprint left, collecting a host of coins and leaping to nab a floating diamond.

Hop the little lip as you tear through the next area. By the time you reach the area ahead, Wario's wallet should be brimming with over 55K in coins.

Collect 55,000 coins



The sewers lead back into the first area. Slide as you approach a teensy crawlspace to slip through, reverting back to full-size Wario when you emerge from the shrinkbarrel beyond.



The starting gate is dead ahead! Race inside to complete the stage with all missions cleared and all treasures acquired.

Finish before the clock hits 1:50:00

Beat the stage without taking damage

Pound down all push buttons

Don't defeat any enemies

Large Fry Cook-Off

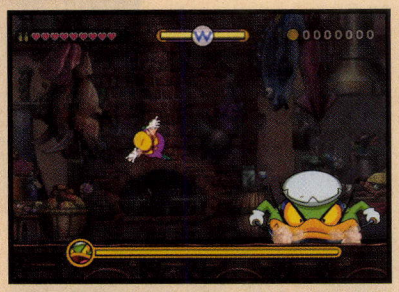
Stage Overview

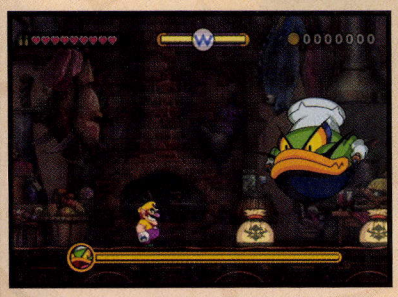
The Shake Dimension's foremost culinarian, Large Fry is ready to cook up some real trouble for Wario. Prepare yourself, because this hot-headed chef has an appetite for destruction!

Hell's Kitchen

Large Fry zips into view, flying about on a giant cauldron. The boss then radiates blue energy for a moment before zipping skyward.

Take the blue energy as a warning and jump when you see Large Fry take off to avoid being knocked silly when the boss comes crashing back down.





Two big bags fall from the sky whenever Large Fry slams the ground. Let loose an Earthshake Punch to make goons pop out of both bags.

NOTE

You never know what sorts of baddies will pop out of Large Fry's bags. Here's a list of common possibilities:

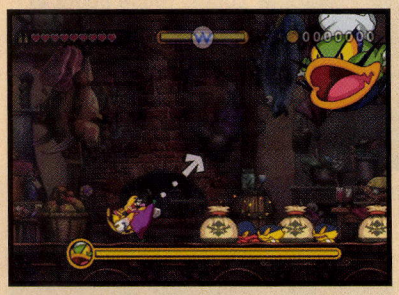
- Bandineros (2)
- Buccanero
- Jumping Bandineros (2)
- Nosedozers (2)
- Recapitator
- Shortfuse

Of all of these baddies, Buccaneros and Recapitators are by far the most troublesome. Hurry to stun these foes with Earthshake Punches, dashing to defeat them afterward. To defeat Recapitators, dash into them when their heads are off.

TIP

When Large Fry slams the ground, jump over a bag to make Wario grab one of the goons that pop out!

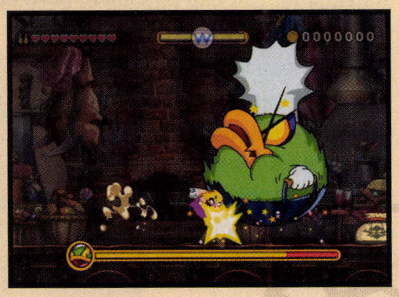
Taste Test



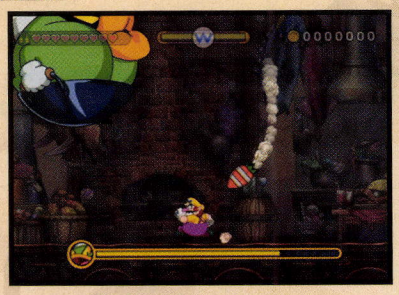
Stun the nearest goon as fast as you can and then quickly toss it into Large Fry's mouth. If you're fast, you can do this before Large Fry pulls off another attack.

After being fed a baddie, Large Fry spits out a ticking bomb. Quickly snatch up the bomb and heave it into the boss's mouth.

Boom! Large Fry gets a nasty case of indigestion and crashes to the ground. Dash into the boss's saucepan as many times as you can before the villain recovers.

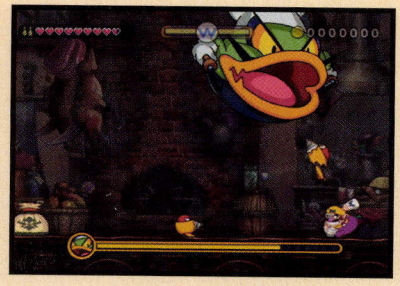


Root Veggie Rockets



If left to float about unchallenged, Large Fry will eventually either slam the ground to produce more goon bags, or spit out a number of heat-seeking carrot missiles. Flee whenever missiles are headed Wario's way, and jump to dodge them as they straighten out.

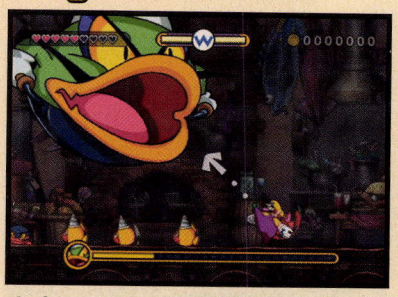
It takes two goons to get Large Fry to part with another bomb. Stun two enemies as fast as you can, toss each one into Large Fry's yapper, then heave the bomb you receive into Large Fry's mouth to drop the boss once more.



TIP

Shake lit bombs to stop their timers and keep them from blowing prematurely.

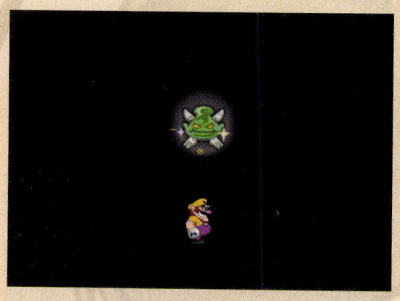
Weight Gainer 3000



As the battle progresses, Large Fry becomes more and more aggressive—and also, more *large*. Apparently, goons go straight to this boss's belly! Keep stuffing Large Fry's face for bombs, punishing the chef as much as possible each time the boss takes a fall.

TIP

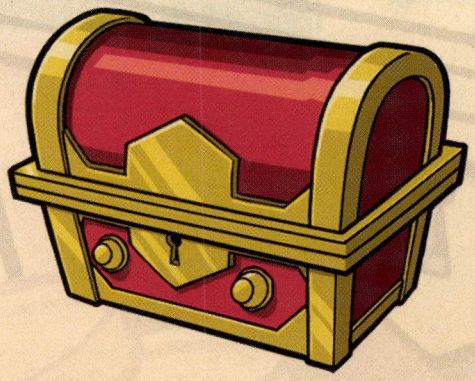
Don't let Large Fry's goons get you down. Dash into excess goon bags and baddies for a little crowd control.



Defeat Large Fry to attain the last remaining boss emblem. You've done it: The final showdown with the Shake King is at hand!

TIP

The Shake King is one bad boss, so make sure to visit the Pirate Shop and pick up a few recovery potions—along with the new heart vessel that's now in stock!

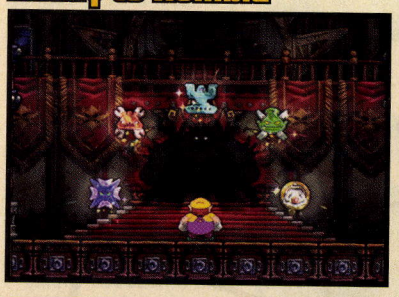


VS the Shake King

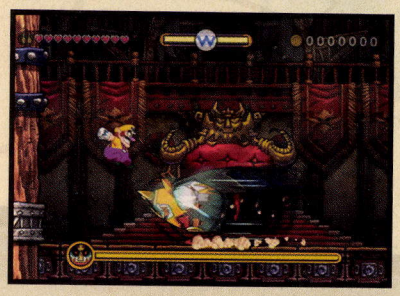
Stage Overview

At last, our portly antihero has managed to acquire all five of the Shake Dimension's boss emblems. Now nothing can stop Wario from challenging the ruler of the realm: the great and terrible Shake King! Clean the Pirate Shop out of heart vessels and recovery potions before attempting this final clash—it's a rumble that no denizen of the Shake Dimension is likely to forget!

Ready to Rumble

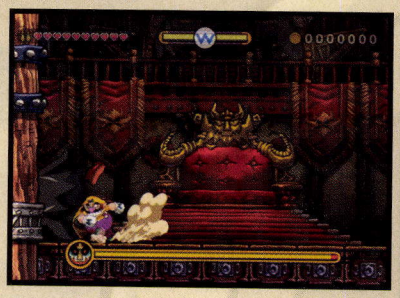


Unleashing the power of the boss emblems, Wario forces the Shake King into battle. The tyrant leaps into the fray, ready to go at it.



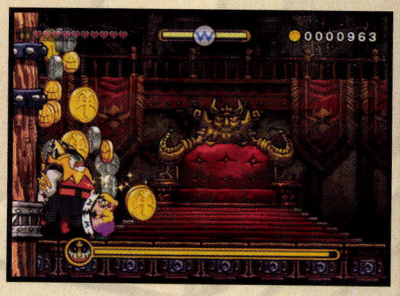
The Shake King radiates blue energy for a moment, then quickly dashes toward Wario. Jump to avoid this attack and hold ② to make Wario bounce off the Shake King's back.

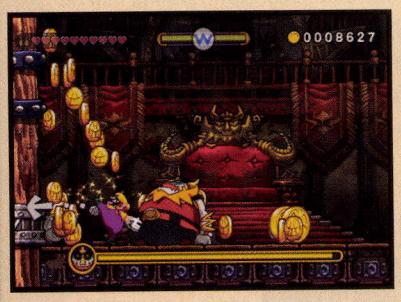
Bound from the rushing Shake King to make the tyrant tumble into the outside wall, becoming lodged. Now's your chance! Dash into the Shake King's fanny as many times as you can.



Shake King Shakedown

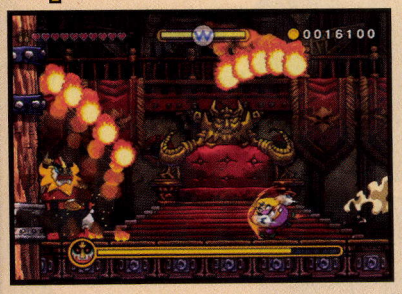
The Shake King eventually pops out of the wall and lands in a heap, stunned. Grab the brute and begin shaking the Shake King to score cold, hard coinage.





Don't shake the Shake King too long or he'll recover! Instead, shake out a bit of loot, then hold ① to ready a throw. Release ① to heave the Shake King against the wall, dealing loads of extra damage!

Payback Time

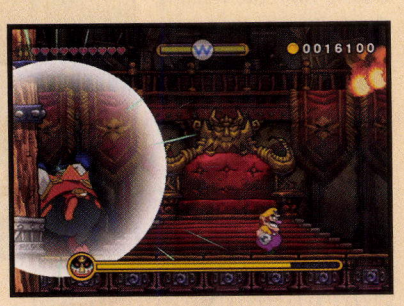


Returning to his feet, the Shake King retaliates by hurling arcs of fireballs at Wario. Wait for the first arc of fireballs to bounce twice, then dash forward underneath it. Quickly dash backward and then forward again to avoid the second fireball arc and survive the attack.

TIP

In a rush? Unleash Earthshake Punches to cancel the Shake King's attacks!

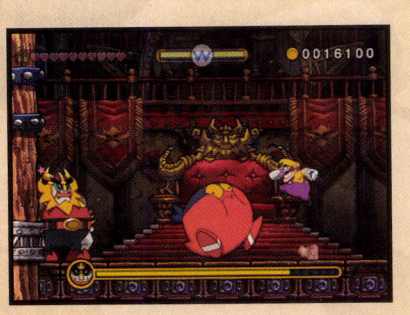
Get ready to jump after dodging the fireballs: The Shake King hammers the ground next, attempting to knock Wario silly. The Shake King always powers up in a special manner before executing this attack: Take this as a warning!

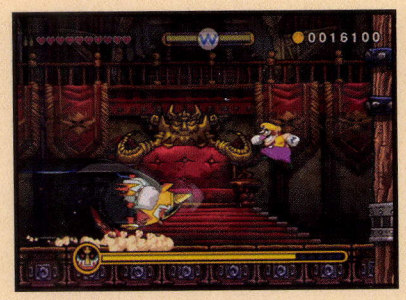


CAUTION

If you're caught by the Shake King's quakes, the tyrant will pounce on Wario and shake away some of his stolen coins!

Next, the Shake King summons a massive Bandinero ball. Leap the ball as it bounces close, holding ② if you'd like to bound off and destroy it.



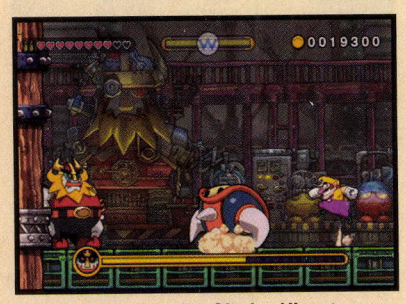


After heaving the Bandinero ball, the Shake King decides to try ramming Wario again. Jump the rushing Shake King and bounce off his back as you did before to drive the brute into the wall. Punish the tyrant without delay once he's stuck, finishing off with a powerful throw.

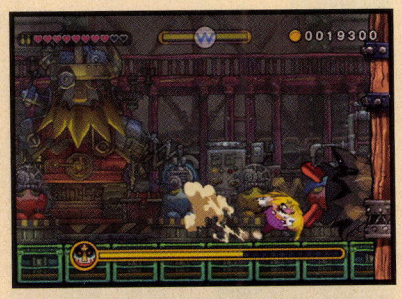
CAUTION

Don't miss your chances to damage the Shake King or he'll run through his whole attack chain all over again.

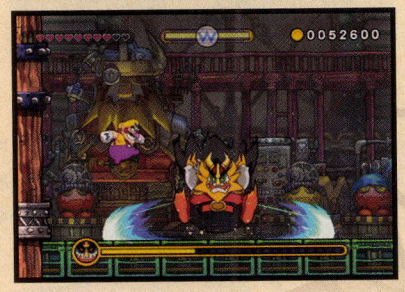
Going Down



After suffering a good deal of damage, the Shake King becomes enraged and crashes through the floor. This lands Wario and the Shake King in some sort of freaky Bandinero production plant! Be ready to jump the giant Bumbleprod that the Shake King tosses Wario's way after he lands.

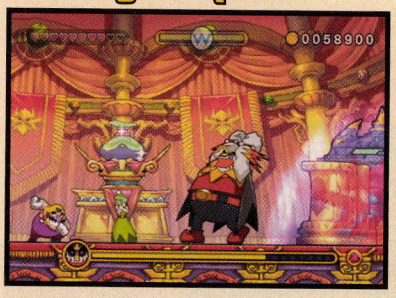


The Shake King next begins dashing toward Wario. You must bounce off of the Shake King's back twice to stun him this time, so be ready!



Rather than hurling any more fireballs, the Shake King now decides to leap about, sending blue shockwaves at Wario. Flee from the bounding boss and jump to dodge each wave.

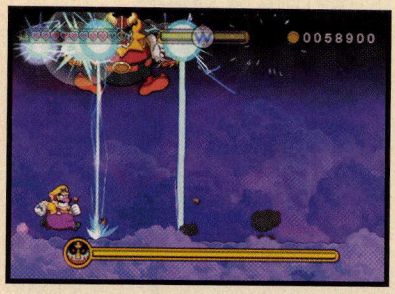
Meeting the Queen



Near defeat, the Shake King crashes through the floor once more. This time, he and Wario land right in Queen Merelda's holding chamber! Before Wario can act, the Shake King lets out a mighty roar that refills his health, then whisks the pair elsewhere to continue the fight.

Stormy Situation

The epic clash resumes high above the clouds. Run about as the Shake King rains down lightning bolts, keeping an eye to where each bolt will strike and making sure Wario isn't standing in harm's way.



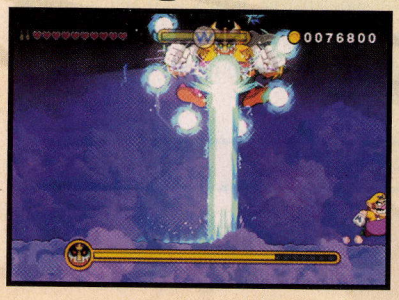
Heads up: The Shake King soon comes crashing down, sending out a familiar blue shockwave. Jump to avoid the attack as you did before.

Eventually, the Shake King lowers his head and begins rushing toward Wario. This time, you must bounce off the Shake King's back a full *three* times to stun the brute. Make sure you don't miss!

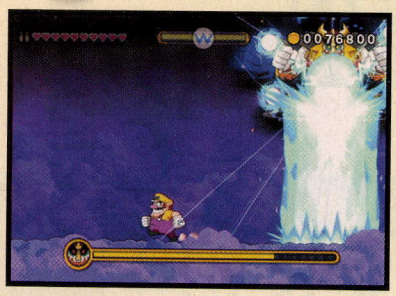
TIP

You may find it easier to remain in place while jumping the Shake King's dash attack.

Laser Danger

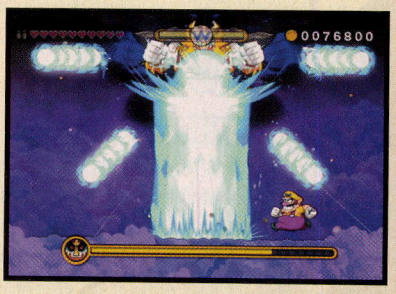


Look out: Each time the Shake King returns to his feet, he quickly takes to the sky, chasing after Wario while firing a laser. Flee to a corner to avoid the initial strike.



Be ready to run when the laser cuts off: The Shake King is about to unleash an even wider beam that will hit Wario if he remains in place! Sprint to safety during the short pause between laser bursts.

Balls of Fury



Continue to dodge the Shake King's lasers until the brute moves to the center of the sky. At that point, rush forward and position Wario beneath either of the Shake King's hands. This ensures Wario won't be harmed by the forthcoming barrage of lightning balls.

Expect the Shake King to sprinkle in prior attacks as well, such as the arcing fireballs. Cancel as many of these attacks as possible with Earthshake Punches to hasten the fight. Flee and leap the energy balls the Shake King summons as the fight progresses.

Capitalize on every chance to stun the Shake King, and finish each assault with a powerful throw to deal lots of damage. Don't relent until you best this menace and claim victory over the Shake Dimension's rotten ruler!

Secret Stages

Disturbing Tomb

Stage Overview

Disturbing Tomb is one of two secret stages you can unlock at Ratl Ruins. Beat the game to learn that certain levels hold secret maps, then view each stage at the world map to see that Whoopsy Desert hides a secret map for you to discover! Revisit Whoopsy Desert and collect its secret map to unlock Disturbing Tomb.

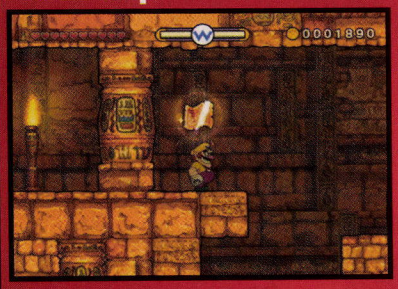
Missions

- Finish before the clock hits 3:00:00
- Beat the stage without taking damage
- Collect 36,000 coins
- Defeat the golden enemy
- Destroy all bomb blocks
- Eat five heads of garlic

Treasure

Instant Tutanramen
Golden Tissues
Oasis in a Teapot

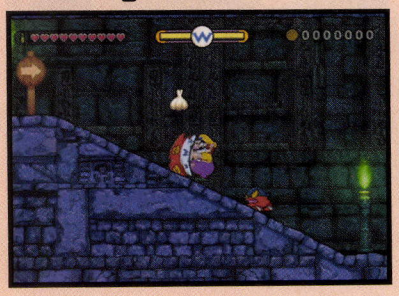
Secret Map



The secret map that unlocks Disturbing Tomb is found in Area 2 of Whoopsy Desert. After rocketing out of the cannon in that area, look for a patch of shimmering light on the ground and perform an Earthshake Punch there. (The shimmering light appears only after you've beaten the game.) Nab the map that appears and finish the stage to unlock Disturbing Tomb!

Area 1

Gathering of Goons



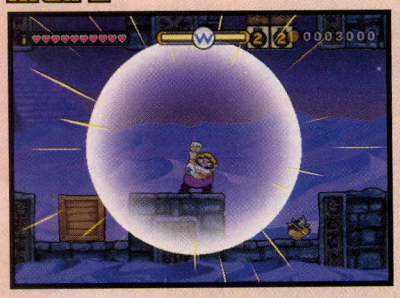
Wario is met by a trio of Bandineros as he begins his descent into the tomb. Stun each goon and shake them all for garlic.

TIP

Shake goons throughout this level, aiming to eat lots of garlic and complete a mission!

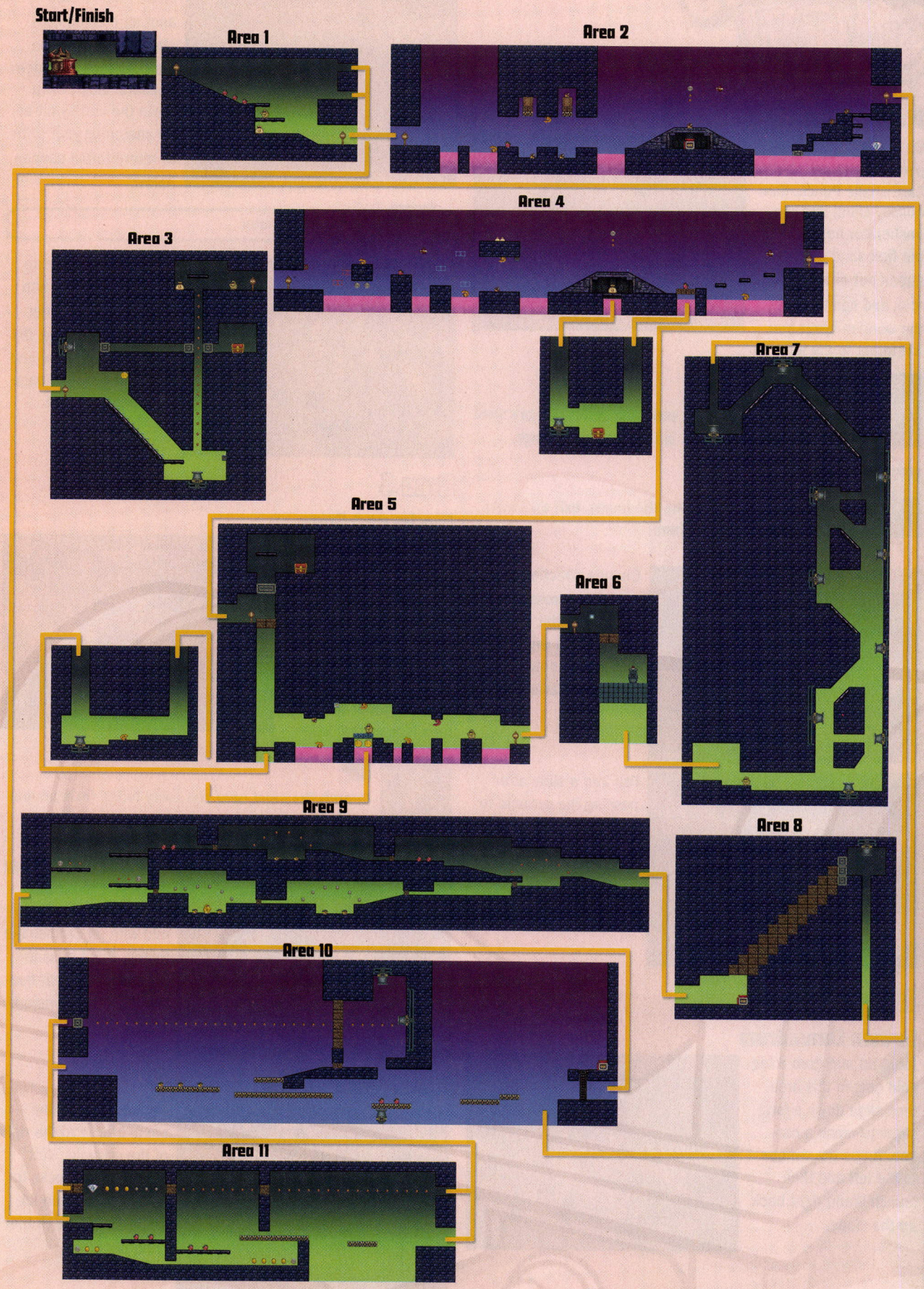
Defeat the Mummer that follows and then shake out the nearby big coin bag before venturing onward.

Area 2



Beware: Many dangerous enemies lurk in this wide area! Unleash Earthshake Punches to destroy the overhead bomb blocks as you pass through, but don't destroy the wooden boxes that fall after the bomb blocks blow. Shake each foe you see here for garlic—you should be close to having eaten five garlic heads after passing through here.

Eat five heads of garlic


Start/Finish
Area 1
Area 2
Area 3
Area 4
Area 5
Area 6
Area 7
Area 8
Area 9
Area 10
Area 11

Diamond Dash

Open the area's central pyramid with an Earthshake Punch, then quickly climb into the dasherator below. Leap the first sand pit as you streak out of the pyramid, and sprint across the wooden boxes you left intact to the left.

NOTE

Wario slows down as he walks through this area's sand pits, but he won't drown in them or take damage.

TIP

If you accidentally broke the boxes, exit and reenter the area to reset them.

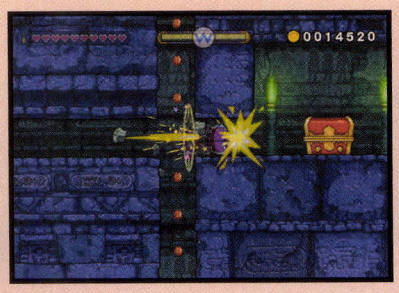
Change direction after sprinting across the boxes and bolt right. The pyramid will have fallen back down by now; sprint over it.

Fall into a slide after passing the pyramid to smash through an iron block in the sand. This lands Wario right near a diamond! Nab the valuable before continuing.

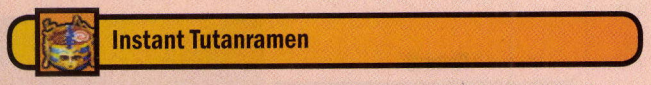
Area 3

Cannon Conundrum

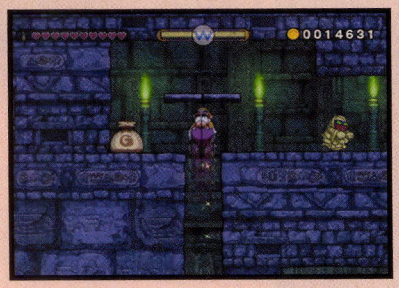
Jump up and grab a big gold coin in this area, then slide down a long slope to reach a cannon. Angle the cannon to the left and then launch Wario right back up the slope.



Wario lands inside another cannon high above. Rocket to the right to reach a hidden treasure chest! Drop down the nearby pit after snatching your prize to return to the cannon below.



Instant Tutanramen



Fire Wario straight up this time, landing him near a high Mummer and a big coin bag. Dispatch the Mummer and shake out your coinage before proceeding.

Area 4

Blocks and Bags

Defeat each dangerous baddie in this outdoor area, tossing one of them at an overhead switch to make some blue blocks appear. Leap up the blocks to reach a pair of coin bags on a high central ledge.

TIP

Search the sand near the entry ledge for a couple of big silver coins.

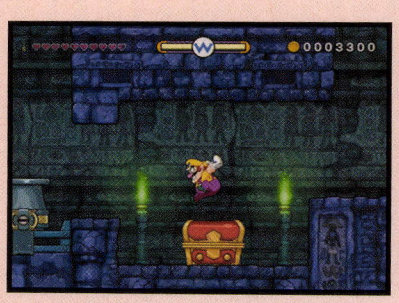
Access the big coin bag that's stashed inside the area's central pyramid with an Earthshake Punch. Don't miss the big silver coin that hovers above the pyramid, either!

That Sinking Feeling

Notice a row of tiny stone blocks to the right of the pyramid. Butt stomp these blocks to smash them, then let Wario sink through the sand beneath.

Missions

Treasure



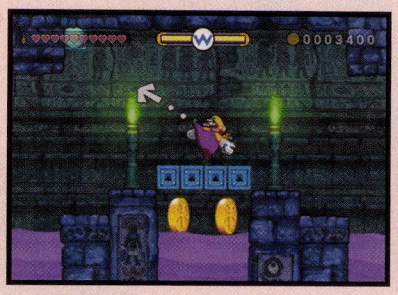
The sinkhole drops Wario into a secret treasure chamber! Dash open the chamber's chest, then use the nearby cannon to return to the surface.

Golden Tissues

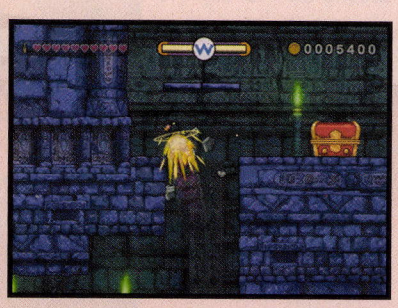
Area 5

Second Sinkhole

Stun one of this area's many goons and hurl it at the overhead switch to banish some blue blocks, letting you nab the big gold coins below. Sink through the sand beneath the blue blocks to reach another secret chamber!



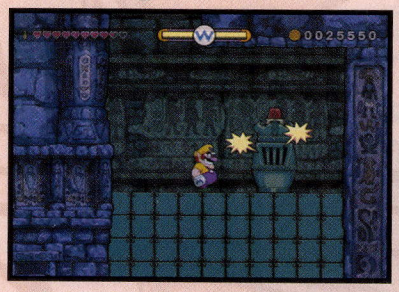
Rocket out of the secret chamber's cannon to reach a high ledge, where you discover the stage's final treasure chest! Nab your goody before falling back down and venturing onward.



Oasis in a Teapot

Area 6

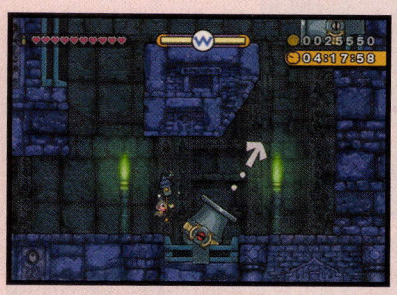
Merfle Cage



Whack the checkpoint block as you enter this area, then butt stomp through the stone blocks in the floor to reach the Merfle cage. Shake the cage to free the Merfle and start the timer.

Escape Run

The floor vanishes after you free the Merfle, causing Wario to fall. Tuck into a butt stomp as you plummet to hammer the ground below when you land, stunning a nearby Mummer. Dash into the stunned Mummer to quickly dispatch it on your way toward the cannon to the right.

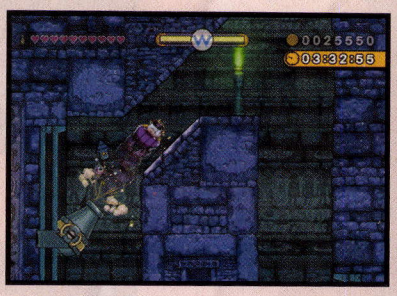


What follows is *Wario Land: Shake It*'s most challenging cannon segment, so be ready for a tough climb! Dive inside the bottom cannon and fire Wario into the next one above, which sits on the right wall. From there, shoot Wario into the moving cannon to the left.

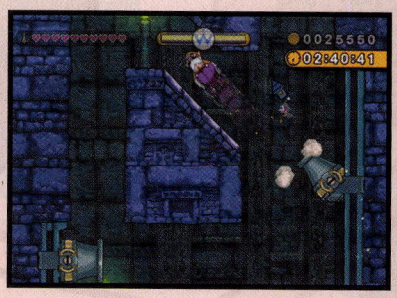
NOTE

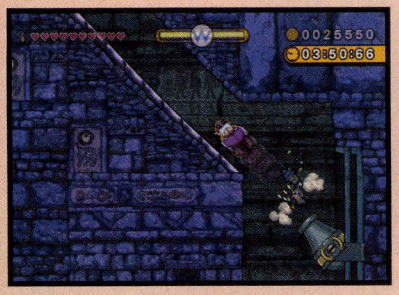
This cannon segment can be really trying at first, but trust us: It gets easier with practice. We'll show you a few tricks to ensure you make it through; speed will come in time.

When the moving cannon "bounces" off the top of its rail, launch Wario out. If you time this just right, Wario will always make it through the narrow opening above and into the next cannon.

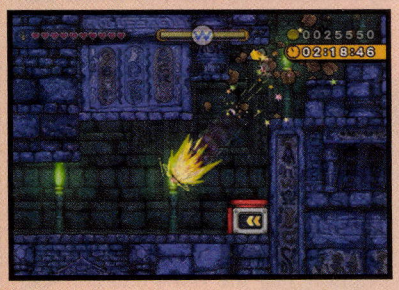


When you reach the next moving cannon, look to launch Wario just after the cannon bounces up from the bottom of its rail. Again, timing this properly ensures Wario will clear the next narrow passage ahead.





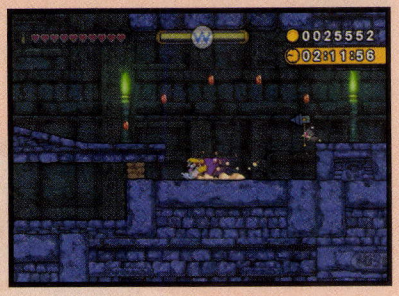
For the third (and final!) moving cannon, repeat the same strategy as for the first: Launch Wario the moment the cannon bounces off the height of its rail.



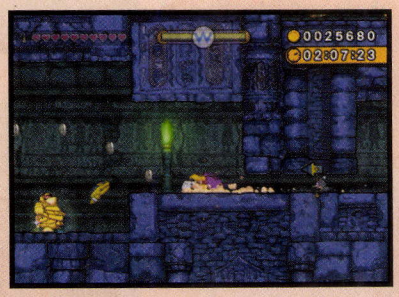
Wario eventually ends up near a dasherator. Climb inside to get moving and put those cannons behind you.

Yikes, what a brutal segment! Those cannons are no joke; it took me forever to figure out a fast and reliable path through. I eventually realized that I could time each of the moving cannons, and once I'd done that, the only challenge I faced was keeping my Wii Remote steady!

Don't leap the initial pit in the next area (Area 9 on the map). Instead, drop and slide to crash through the tiny stone block below. Leap the next few gaps that follow, sliding as needed to get through the narrow bits.

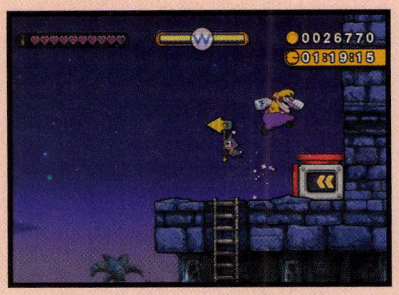


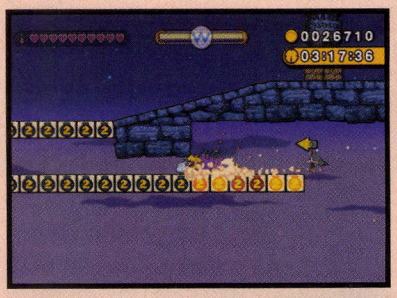
Wario soon reaches a pit that hides the stage's golden enemy: a Mummer! Stop dashing and take a moment to defeat this foe, then bounce off one of the nearby jumping Bandineros to proceed.



Defeat the golden enemy

Stopping to dispatch the golden enemy means you'll no longer be dashing by the time you enter Area 10. That's OK: Climb up the nearby ladder to reach a backup dasherator, then dive inside to start speeding left.

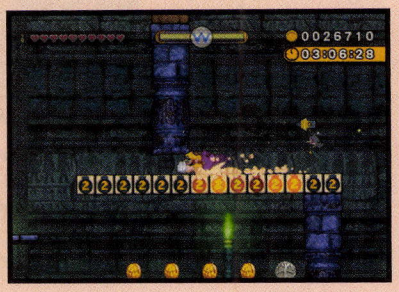




Run and jump along the rows of bomb blocks that follow, ducking to slide through a narrow space halfway through the run.

After sliding through the narrow spot, quickly hop to tap the overhead row of bomb blocks, igniting them. Jump a second time to leap the gap ahead and reach the next row of bomb blocks, then continue racing toward the next area.

Jump and slide along Area 11's bomb blocks just as you did in Area 10. Touch at least one block in each row to detonate them all and complete one of your missions. Then simply continue heading left until you reach the starting gate.



Destroy all bomb blocks

Coins and Time Trial

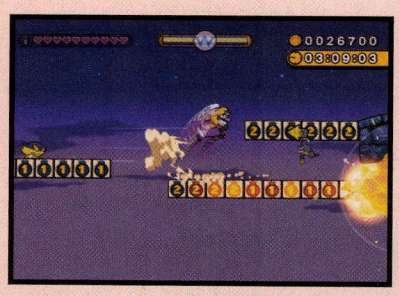
You've stuffed Wario full of garlic, bested the golden foe, and detonated all of the stage's bomb blocks. Now it's time to score 36K in coins and beat the time challenge! This time, you must navigate the treacherous cannon alley without slipping up to reach the dasherator in good time. Use the dasherator to speed through the next area (Area 9), taking the high road this time by leaping the initial pit.

Missions

Treasure

NOTE

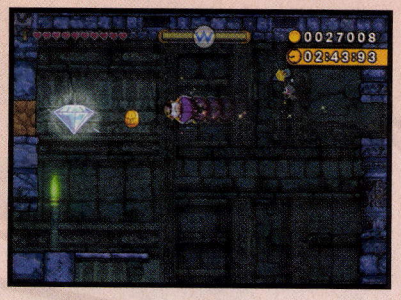
You're doing great if you've got about 3:30:00 left on the clock when you reach the dasherator past the cannons.



You should still be dashing when you enter Area 10, so there's no need to use its dasherator. Leap the first gap and speed along the bomb blocks instead, but this time, hit ✚+② after sliding through the narrow to change direction and bound up onto the overhead row of bomb blocks.

Slide the moment you land on the overhead bomb blocks to smash through the tiny stone blocks to the right. Hit the wall ahead afterward to stop dashing, then drop down a pit to land atop a floating cannon! Climb inside and then launch straight up.

Wario becomes lodged inside another cannon high above. Rocket into the moving cannon to the right, then launch out just as the moving cannon "bounces" from the bottom of its rail.



Wario flies left, nabbing a long row of coins as he blazes through the next few areas. In fact, Wario winds up shooting straight back into the starting gate—with time to spare, and over 36K in his wallet!

Finish before the clock hits 3:00:00

Collect 36,000 coins

Beat the stage without taking damage

Gurgle Gulch

Stage Overview

Gurgle Gulch is the second of two secret stages you can open at Ratl Ruins. Beat the Shake King to win the game and discover that certain levels you've visited hold secret maps. View each stage at the world map to see that Foulwater Falls has a secret map for you to find! Revisit Foulwater Falls and collect its secret map to unlock Gurgle Gulch.

Missions

- Finish before the clock hits 1:45:00
- Beat the stage without taking damage
- Collect 30,000 coins
- Don't take any large silver coins
- Defeat the golden enemy
- Beat the stage without using the checkpoint
- Don't touch any Scarracudas

Treasure

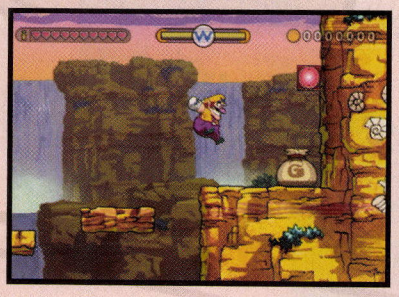
Imperial Boxers
Wario's Dustcloth
Something Important

Secret Map

The secret map that unlocks Gurgle Gulch is found in Area 5 of Foulwater Falls. Explore that area's far right side, look for a patch of shimmering light on the ground, and then perform an Earthshake Punch there. Nab the map that appears and finish the stage to unlock Gurgle Gulch!

Area 1

Wario the Poolman



Shake out a big coin bag on this area's highest ledge, then hit the overhead switch to drain the pool below. Drop into the empty pool and dash through the stone block to the right to proceed.

WARIO LAND SHAKE IT!™

Start/Finish

Area 1

Area 2

Area 3

Area 4

Area 5

Area 6

Area 7

Area 8

Area 9

Area 10

Area 11

Missions

Treasure

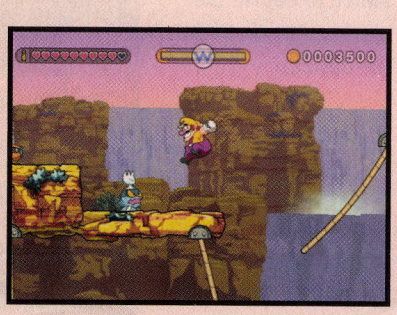
Area 2

Ropes and Coins

Swing from rope to rope in this area, collecting three big silver coins as you work your way upward.

NOTE

Don't worry about avoiding big silver coins or Scarracudas during your first playthrough. You'll make a second run to complete those missions.

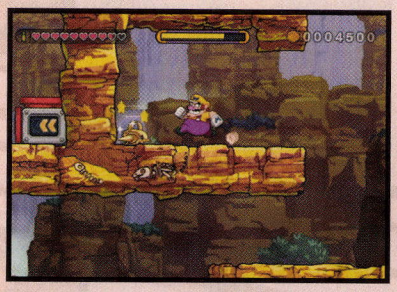


Watch out for the aggressive Pitchfork on the central ledge. Dash into this goon the moment you land on the ledge to safely defeat it, then continue working your way up, reaching a high trail that leads into the next area.

Area 3

Golden Enemy

Use this area's dasherator to start sprinting, then quickly change direction and streak right across the water pool below. Hop onto dry land and then change direction again, aiming to leap through the big iron block above.

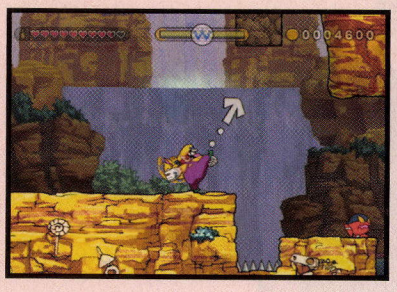


Wario lands right near the stage's golden enemy: a spiky Bumbleprod! Knock the baddie off the ceiling with an Earthshake Punch, then butt stomp its tender belly to defeat it.

CAUTION

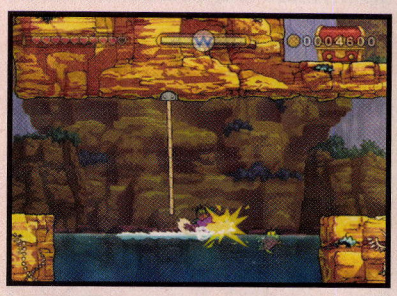
Don't shake this golden foe for coins; you'll only get poked!

Defeat the golden enemy



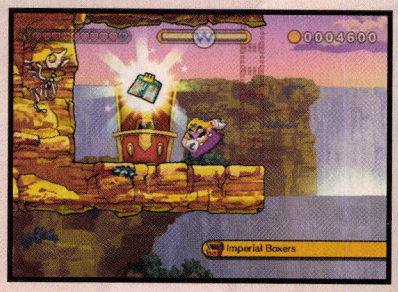
Stun another nearby enemy and then toss it at the overhead stone block to the right. This causes a big coin bag to fall from above; carry it somewhere suitable before shaking it out.

Pond Skipper



Next, return to the dasherator and speed across the water ponds below. Slide to slip beneath the second pond's low-hanging rope, dispatching Scarracudas that get in your way.

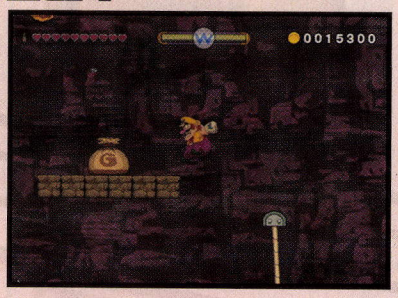
Slide again when you reach the third pond to slip through a narrow space and hit a switch at the far end. This banishes some red blocks above, exposing a treasure chest!



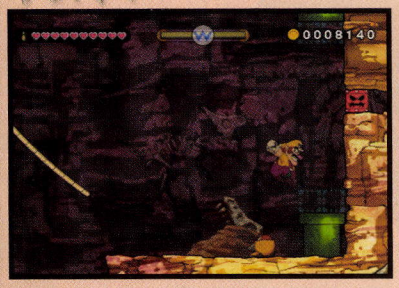
Swim back out and leap onto the chest ledge. Lift the chest's lid to claim your reward before continuing.

Imperial Boxers

Area 4

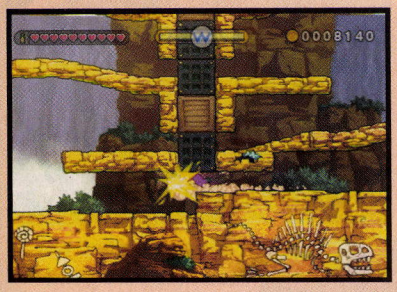


Swing from more ropes in this area, collecting all the surrounding coinage. Work your way to a high row of stone blocks sporting a big coin bag.



Now swing right to discover a warp pipe. Squeeze inside for a chance at scoring more treasure.

Super Stack Dash



The warp pipe leads to a small area with a familiar stack of wooden crates and steel blocks. Use the nearby dasherator to sprint through the lowest crate, sliding to make it through the narrow space. Change direction afterward and then leap onto the next tier above.

NOTE

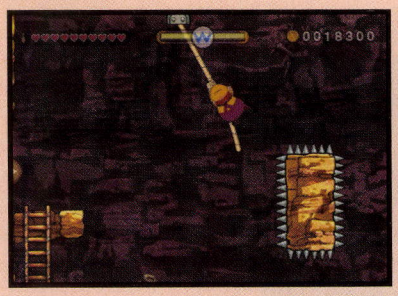
If you slip up during this zany dash, exit and reenter through the warp pipe to reset the crates, then give it another go.

Leap from the third tier to reach a ledge with three big silver coins. Nab the coins and then quickly change direction to leap back over to the fourth tier. Don't miss the big gold coins on the next ledge to the right!

Make your way to the top of the stack, slide through the final row of tiny stone blocks, and then drop to discover a treasure chest. Nab the goody, return through the warp pipe, and then continue toward the next area.

Wario's Dustcloth

Area 5

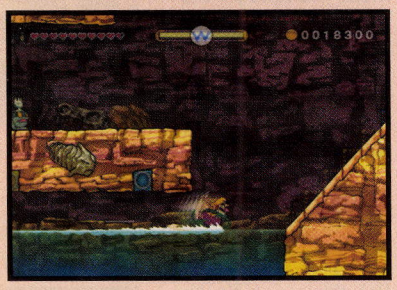


This area's short and sweet. Simply swing across the overhead ropes, being careful not to touch any of the lower spike-covered blocks as you proceed to the next area.

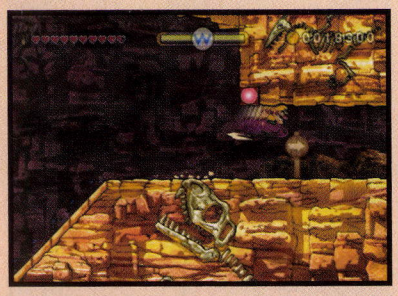
Area 6

Switch Hitter

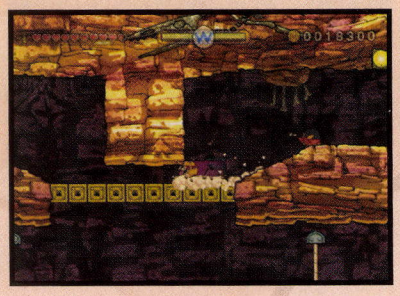
A dasherator is covered by red blocks in this area. Hit the overhead switch to banish the blocks, then dive into the device.



Leap and slide across the water as necessary to keep Wario motoring along. Jump to hit two more switches as you approach a blue and yellow staircase, banishing the stairs so that Wario sprints up the slope without slowing.

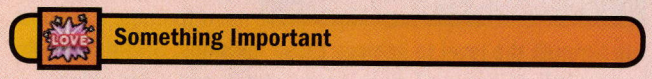


Jump up and hit the red switch atop the slope, then quickly hit ✚ to change direction the moment you land. Wario dips into the next area for just a moment as he turns about. Leap after you pass beneath the switch again, soaring onto the red blocks you've just revealed.



Jump and hit the next two overhead switches to create yellow and blue walkways. Slide along these walkways to slip through the narrow spaces that follow.

Leap before dashing off the final row of blue blocks to burst onto a ledge with a treasure chest. Great dash! Claim the stage's final treasure before venturing onward.

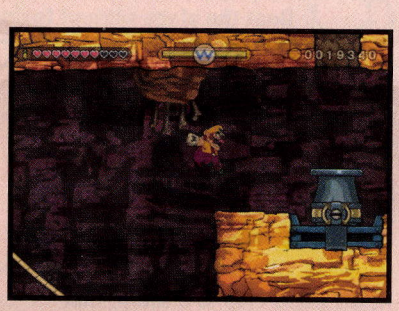


Area 7

Crackpot Central

Use ropes to navigate this dangerous area, which is filled with spike pits and Crackpot enemies. Work your way around to the purple Crackpot in the upper-left corner, defeat the goon, and then butt stomp down through the stone and iron blocks.

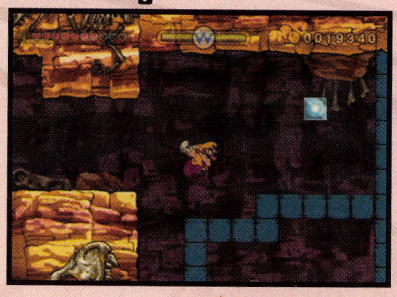
Wario crashes into an underground cavern. Swing from a rope to nab some coins and reach a cannon on a high ledge. Rocket upward to sail back up to the surface.



Wario bursts up from the bottom of a deep pool, creating a large hole that drains the pool's water, exposing a dasherator. Use the dasherator to speed toward the next area.

Area 8

Merfle Cage



Wario discovers the Merfle cage in this area. Hit the checkpoint before dropping into the water and swimming to the cage.

CAUTION

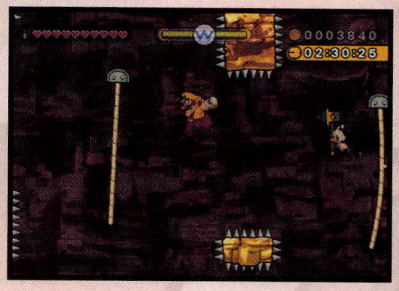
Don't drop into the water until you've hit the checkpoint! You can't return to the checkpoint after you fall.

Escape Run

The Merfle cage platform vanishes after you free the Merfle, dunking Wario into the icy water below. Hit the nearby red switch to begin draining the water.

As the water level drops, keep an eye to the bottom of your screen and avoid touching the depth charges you pass. The charges are easy to dodge so long as you keep alert.

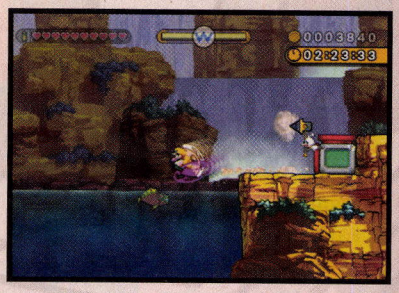
Swing and leap from the ropes in the next little area (Area 9 on the map), hurrying through without touching any of the surrounding spikes. Don't dally or you might end up a snack for the hungry Scarracudas below!



TIP

Getting through Area 9 unharmed hinges more upon luck than skill. Just go for it, and if you don't quite make it, simply retry from the checkpoint and give it another shot.

Area 10 sports a dasherator. Climb in and zip across the ponds to the left, tapping ② to hop each time Wario touches the water. Make three quick hops in all to prevent Wario from grabbing the far left rope when he gets there.

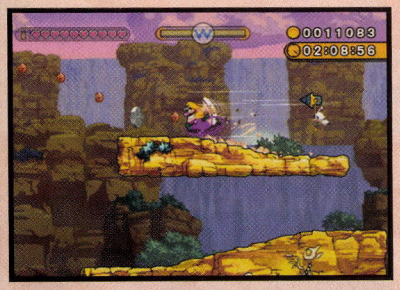


Zip beneath the low rope and then fall into a slide. Wario crashes through the tiny stone blocks ahead, speeding into a new area.

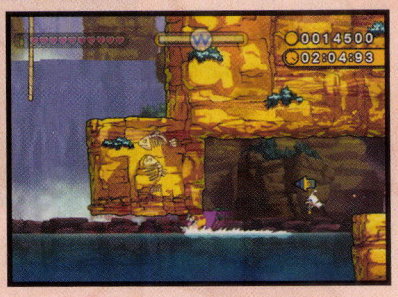
The next area (Area 11) sports another dasherator, but you're already motoring along. Sprint past the dasherator and leap the spike pit that follows, then slide through the narrow space beyond.

Jump the next spike pit, then change direction when you land. Leap back across the spike pit, landing on a higher ledge to the right. Follow a trail of bronze coins toward a giant diamond that shoots your score above 30K!

Collect 30,000 coins



Change direction again after nabbing the diamond and bolt left. Leap the same spike pit for a third time and then continue streaking toward the next area.



Hold ✚ to duck the moment you enter Area 12, sliding through a tight space. Stand up and keep dashing afterward, leaping out of the water and the barreling straight back into the starting gate to record an outstanding time!

Finish before the clock hits 1:45:00

The Other Missions

It's impossible to clear Gurgle Gulch's speed challenge and hoard 30K in coins without snatching the stage's big silver coins and plowing over a few Scarracudas, so you'll need to make a second run through the level to achieve those missions. Swing carefully from ropes when big silver coins are about, and avoid using dasherators to reduce your odds of hitting Scarracudas. You'll probably want to use the checkpoint when you reach the Merfle cage, so make a third run through the stage if you'd like to beat it without using the checkpoint. Good luck!

Don't take any large silver coins

Don't touch any Scarracudas

Beat the stage without using the checkpoint

Beat the stage without taking damage

Sneak Peak

Stage Overview

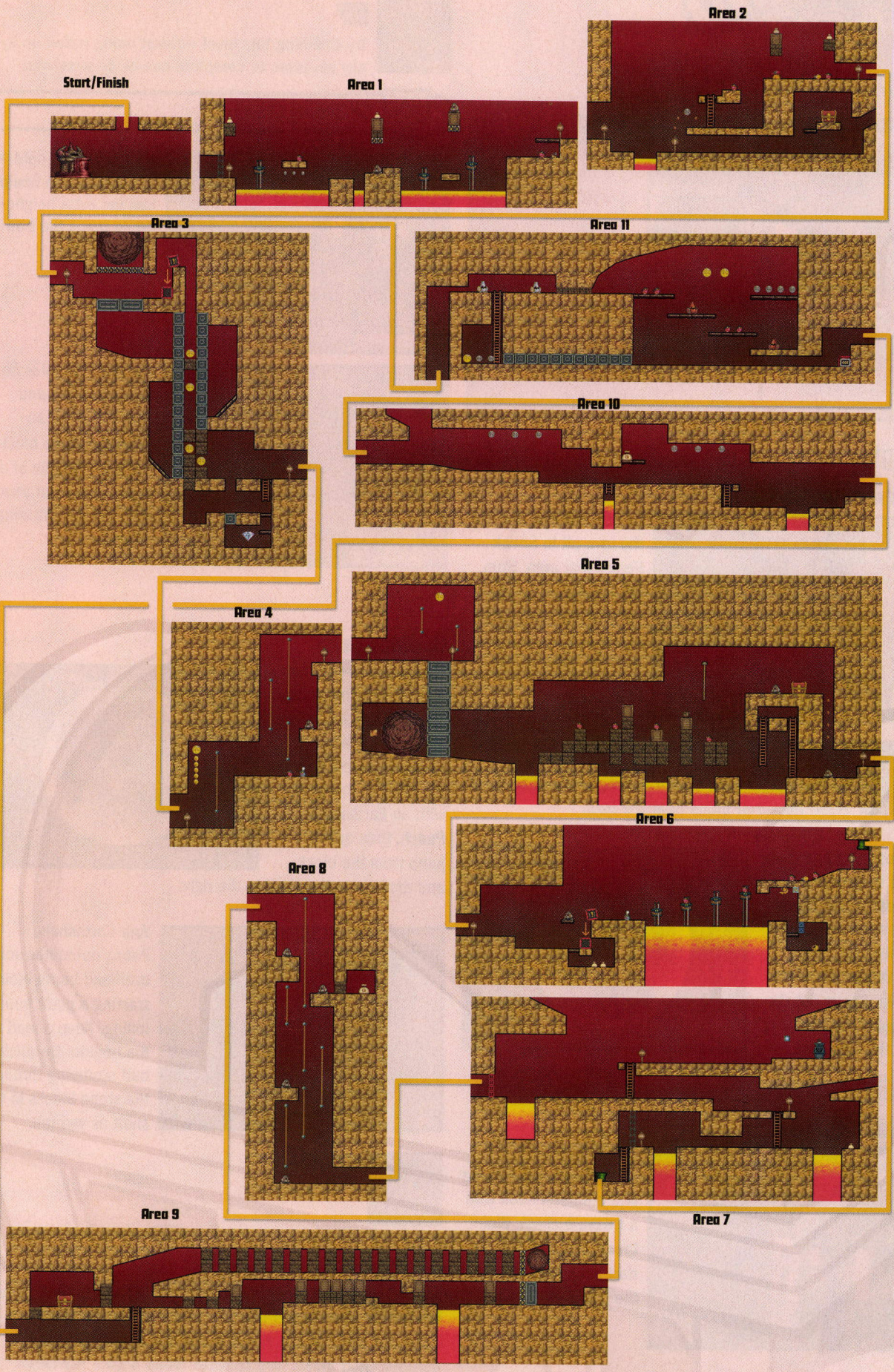
Sneak Peak is one of two secret stages you can unlock at Wiggly Wilds. After besting the mighty Shake King, view each stage at the world map to discover that Mt. Lava Lava contains a secret map! Revisit Mt. Lava Lava and seek out its secret map to unlock Sneak Peak.

Missions

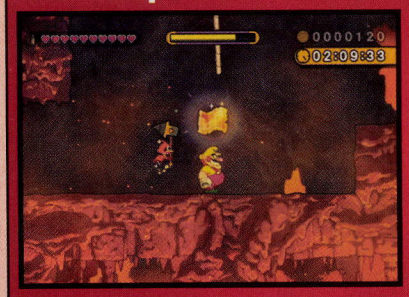
- Finish before the clock hits 2:00:00
- Beat the stage without taking damage
- Collect 40,000 coins
- Don't get crushed by any boulders
- Defeat the golden enemy
- Beat the stage without using the checkpoint
- Hop off boulders five times in a row

Treasure

Extra-Nutty Chestnut
Saphfire
Stone Hockey Mask


Start/Finish
Area 1
Area 2
Area 3
Area 11
Area 10
Area 5
Area 4
Area 6
Area 8
Area 7
Area 9

Secret Map



The secret map that unlocks Sneak Peak is found in Area 7 of Mt. Lava Lava. Look for a patch of shimmering light on the ground beneath a rope in that area and perform an Earthshake Punch there. Nab the map that appears and then finish the stage to unlock Sneak Peak!

Area 1

Bags and Bomb Blocks

Use the uplifter to cross the lava pit in Sneak Peak's first area. Stun the Bandinero on the ledge ahead and toss it at the overhead stone block to lower a coin bag.

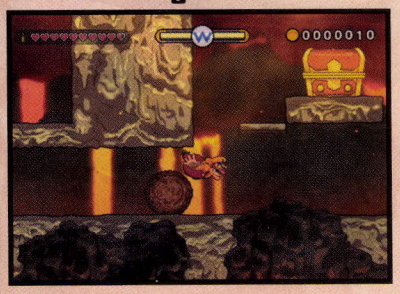
TIP

Use an Earthshake Punch to drop the uplifter and claim the silver coins near the lava.

Let loose an Earthshake Punch to detonate the overhead bomb blocks to the right, dropping a coin bag and crushing a Volcannon in the bargain. Shake out the coinage before heading off to the next area.

Area 2

Boulder Boogie

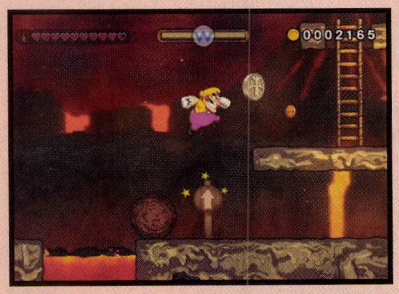


Belly-hop this area's rolling boulders, inching into a hidden nook with a treasure chest. Claim the treasure and then dart back out between the boulders.

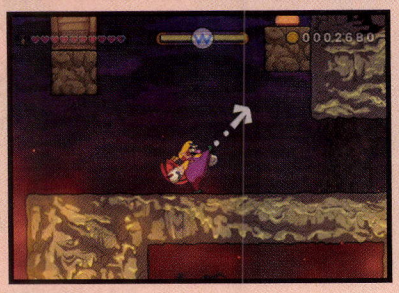
TIP

Try finishing this level without being rolled up by any boulders to complete one of its missions!

Extra-Nutty Chestnut



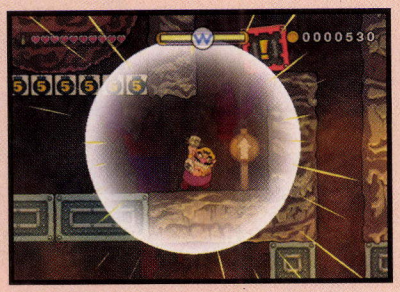
Now jump and hold ② to bounce off a boulder. Use the extra height you get to reach the trail above.



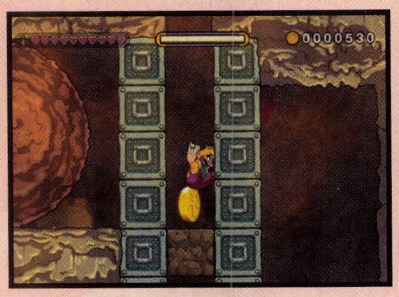
Stun two enemies on the upper trail and heave them at an overhead stone block to acquire a couple of coin bags. Shake out your cash before venturing onward.

Area 3

Boulder Race



Prepare yourself: This next bit requires sharp reflexes, and you only get one chance at it! Knock down the teetering block in this area with an Earthshake Punch, then quickly jump from the block and drop down the shaft to the right.



Your Earthshake Punch detonates some overhead bomb blocks, starting a giant boulder rolling. Keep ahead of the boulder by quickly butt stomping through the stone blocks in the shaft as you fall.

CAUTION

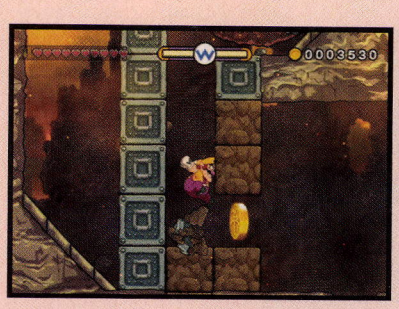
Don't hit ✚ to butt stomp too soon; you don't want Wario to perform a super butt stomp just yet.

TIP

Stand directly beneath the teetering block when knocking it down to cause the bomb blocks to detonate more slowly, giving Wario more time to beat the boulder. Just make sure to move Wario before the block falls!

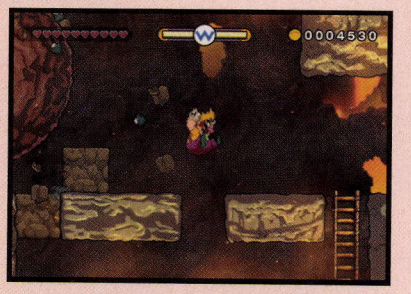
Missions

Treasure

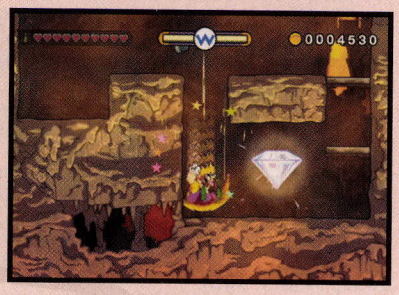


Use normal butt stomps to break three stone blocks, then dash through the opening to the right, collecting a gold coin as you go.

Quickly leap out over the pit to the right before the boulder catches up with you. Tuck into a butt stomp at the apex of the jump, zipping down through the pit.

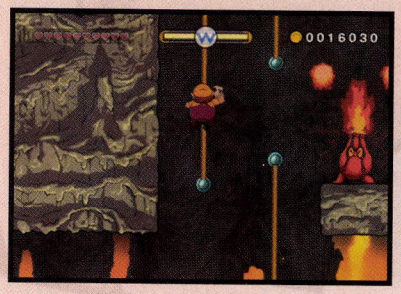


Wario's rump becomes supercharged and he crashes through the iron block in the ground below, landing right near a diamond! Collect this worthy prize before proceeding to the next area.



Man, that was one tough race! It took me a while to figure out what needed to be done here to get the diamond, and due to the puzzle's nature, I had to restart the level each time I messed up. This stage is packed full of similar challenges that give you just one chance to get them right—I've never been so happy to hit a level's checkpoint!

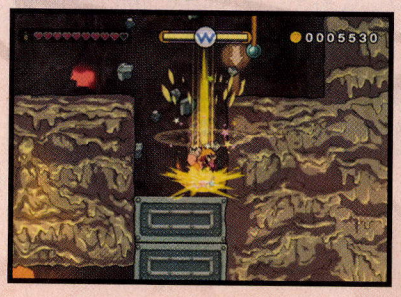
Area 4



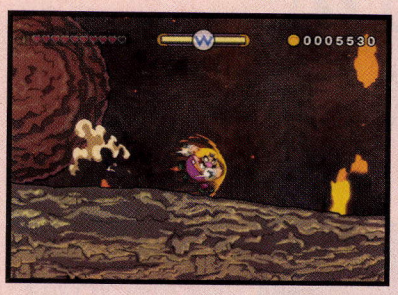
Leap from the first pole in this area to nab a row of gold coins. Beware the Volcannon's fireballs while scaling the next few poles; keep to the left to avoid being burned.

Area 5

Boulder Chase

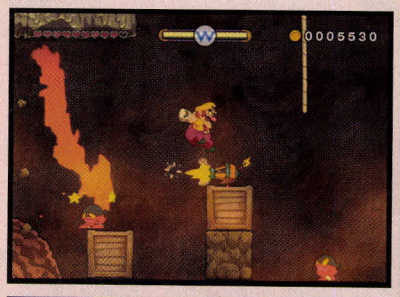


Leap between the two poles in this area to gain some height and collect an overhead coin. Jump high and then perform a super butt stomp to bash through the iron blocks below.



Look out: A giant boulder starts rolling toward you the moment you land! Immediately dash right to keep ahead of the tumbling boulder.

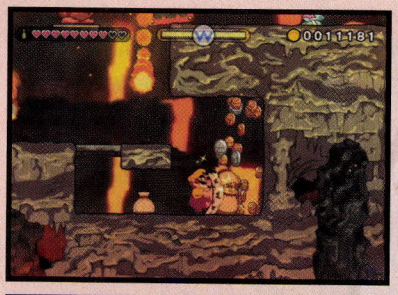
Stop dashing and begin jumping up the big heap of blocks that follows, holding ② at times to bounce off of enemies' heads.



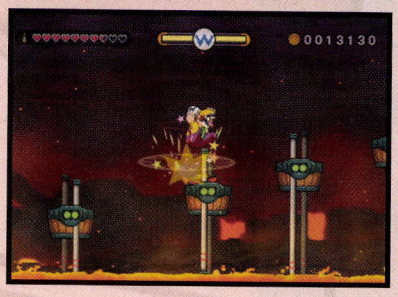
Keep ahead of the boulder to grab a rope that helps you reach a high ledge with a chest. Dash to defeat the Volcannon guard, then crack open the chest to claim your reward.

Saphfire

Area 6

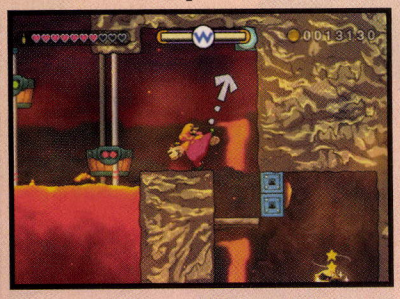


Before knocking down the teetering block in this area, dip into the lower nook to shake cash from a few coin bags. Then unleash an Earthshake Punch to knock down the block.

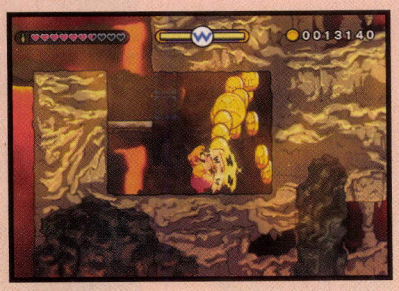


Watch out: There are lots of dangerous enemies in this area! Butt stomp the ones on the uplifters to squash them, ensuring you land safely atop each uplifter you leap to.

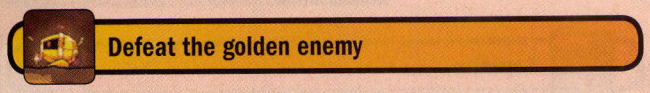
Golden Enemy



Lower the last uplifter to reach a little nook. Knock down the Flipsting on the nook's ceiling with an Earthshake Punch, then toss it at the overhead switch to banish the blue blocks below.



The golden enemy awaits beyond the blocks, but watch out: This special Shortfuse can jump! Stun the goon with an Earthshake Punch from a safe vantage, then shake coins from the Shortfuse before tossing it away.

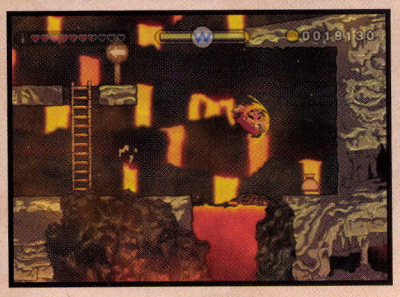


Defeat the golden enemy

Area 7

Boulder Dash

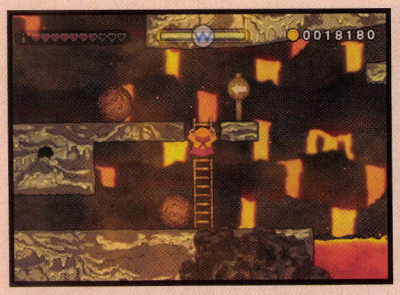
Heads up: This area's jam-packed with rolling boulders! Leap the little ones in the lowest trail, gauging their timing before sprinting down the passage.



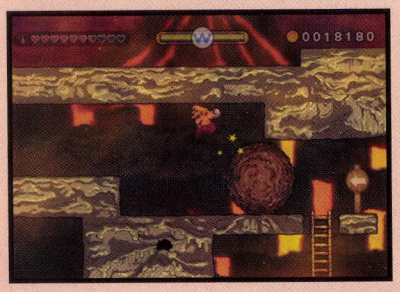
Leap to the far ledge to nab a coin bag. It's safe to shake the bag out here; no boulders will roll you up.

CAUTION

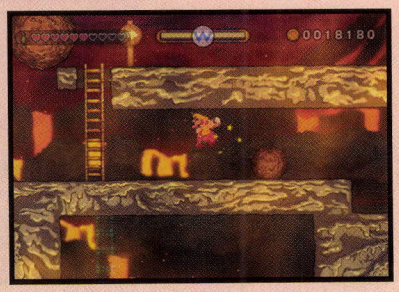
Don't dash-jump over to the coin bag or you might destroy it by mistake!



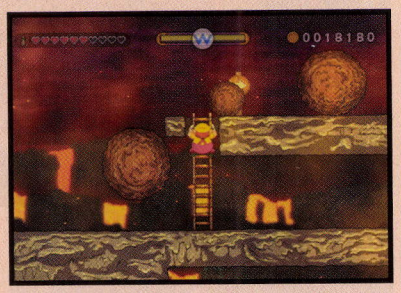
Hang out on the nearby ladder next, noticing as big and small boulders roll down the trail above. Climb up after a small boulder passes by so that a big boulder will be next.



Dart left and leap the big boulder, holding ② to bounce off the tumbling rock. Wario has room to jump the bigger boulders only in the middle of the passage.

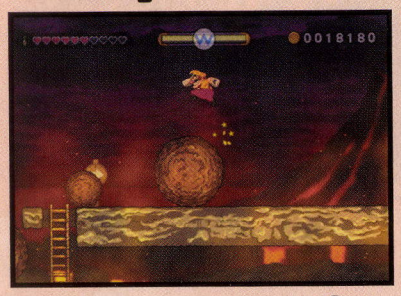


Dash left after jumping a big boulder, speeding down the passage and hopping the next small boulder that comes along. Climb the far ladder before another big boulder comes and sweeps Wario away.



Wario is safe while hanging out near the top of the ladder. Wait for a small and a big boulder to roll past, then climb up and dash right.

Merfle Cage

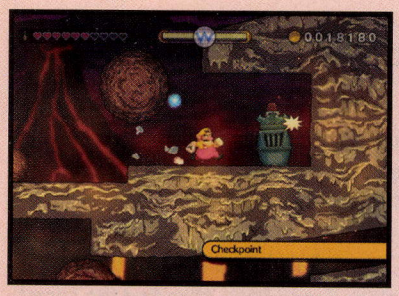


Leap each boulder that rolls your way as you make for the checkpoint and Merfle cage at the far end of the trail. Don't hit the checkpoint or shake the cage yet, though; instead, leap onto one of the big boulders that roll past, holding ✥+② to bounce off it five times in a row as it rolls along. This is a perfect place to complete this otherwise tricky mission!

Hop off boulders five times in a row

Missions

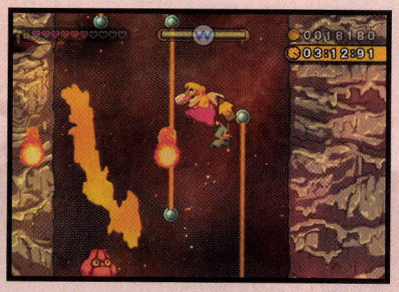
Treasure



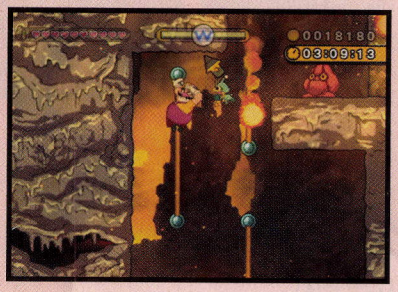
With your boulder bouncing on the books, hit the checkpoint to save your progress, and then shake free the Merfle.

Escape Run

You're going for everything but speed during this exit dash! Sprint left after freeing the Merfle, hurrying toward the next area through the passage that's opened up in the left wall.

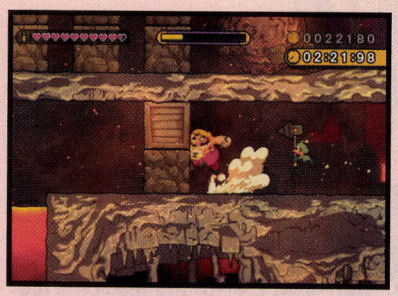


Dash into the Volcannon in the next area (Area 8 on the map), then quickly leap up the poles above. Hurry to the top of the third pole before the overhead Volcannon's falling fireball hits you. Leap the fireball as it falls to quickly reach the fourth pole.



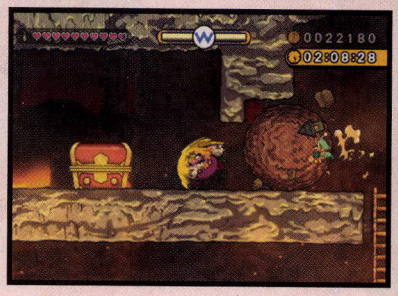
Climb to the top of the fifth pole, which is on the far left, and wait there for a moment until the next Volcannon's fireball tumbles past. Quickly leap over and butt stomp the Volcannon to squash it before it fires again.

Take a moment to shake coins from the big bag in the nook to the right. Wait for the last overhead Volcannon to fire afterward, then quickly leap up the final pole.



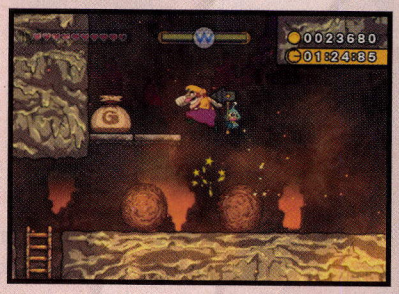
Let loose an Earthshake Punch to detonate the bomb blocks in the next area (Area 9), freeing an overhead boulder. Perform nothing but jumping dashes as you dart left, destroying each pair of blocks in your way so you can keep ahead of the boulder.

When you reach the long row of blocks, jump-dash once to break the top crate, then start dashing along the stone blocks to tunnel through the rest.

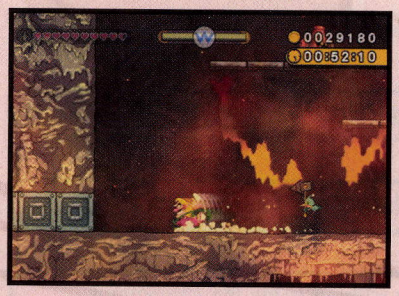


Outrace the rolling rock to reach a nook with a treasure chest. Lift the chest's lid to obtain the stage's final treasure.

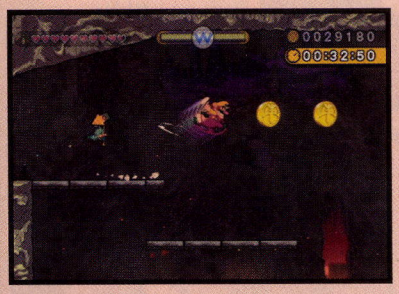
Stone Hockey Mask



Careful: There are more rolling boulders in the next area (Area 10)! Take a moment to bounce off the boulders and nab the overhead silver coins, along with a big coin bag that sits on a high ledge.

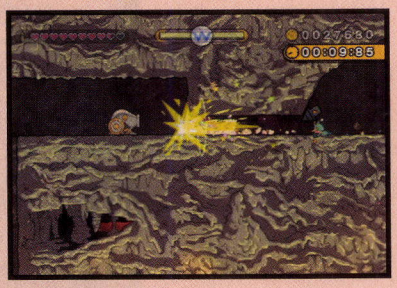


Use the dasherator in Area 11 to bust through the iron blocks to the left. Swipe a few big coins from the nook beyond the blocks, then change direction and bolt back to the right.



Dash-jump up the stepped platforms, changing direction when you reach the top to nab a few big gold coins out of the air. Swipe the far ledge's big silver coins before changing direction again and leaping back across. If you didn't miss the diamond back in Area 3, you should easily have over 40K by now!

Collect 40,000 coins



Duck and slide through the row of tiny stone blocks that follows, plowing through the pair of Boomdineros beyond and tumbling down a large pit that lands you right near the starting gate. Hurry through to finish the stage with your loot secure!

Clearing the Time Trial

Make a second trip through Sneak Peak to achieve a record-setting speed. You've plenty of time to beat this challenge so long as you don't go out of your way for coins or run into any snags. Naturally, you should also try to fulfill any other missions you didn't complete on your first playthrough, such as taking no damage. You've seen that the final dash is demanding here, so consider making a third run through the stage to beat it without using the checkpoint.

Finish before the clock hits 2:00:00

Don't get crushed by any boulders

Beat the stage without using the checkpoint

Beat the stage without taking damage

Lowdown Depths

Stage Overview

Lowdown Depths is the second of two secret stages you can open at Wiggly Wilds. First, beat the game to learn that certain levels hold secret maps that unlock secret stages. The secret map that unlocks Lowdown Depths is hidden within Wiggly Wilds' other secret stage, Sneak Peak! Find the secret map within Mt. Lava Lava to unlock Sneak Peak, then find the secret map within Sneak Peak to unlock Lowdown Depths.

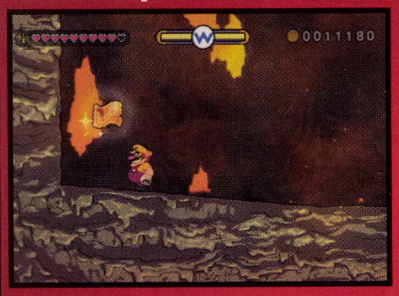
Missions

- **Finish before the clock hits 1:55:00**
- **Beat the stage without taking damage**
- **Collect 42,000 coins**
- **Don't use any Max Fastosity Dasherators**
- **Defeat the golden enemy**
- **Break all stone blocks**

Treasure

Lion-Mane Wig
Moon Light
B.C. Bongo

Secret Map

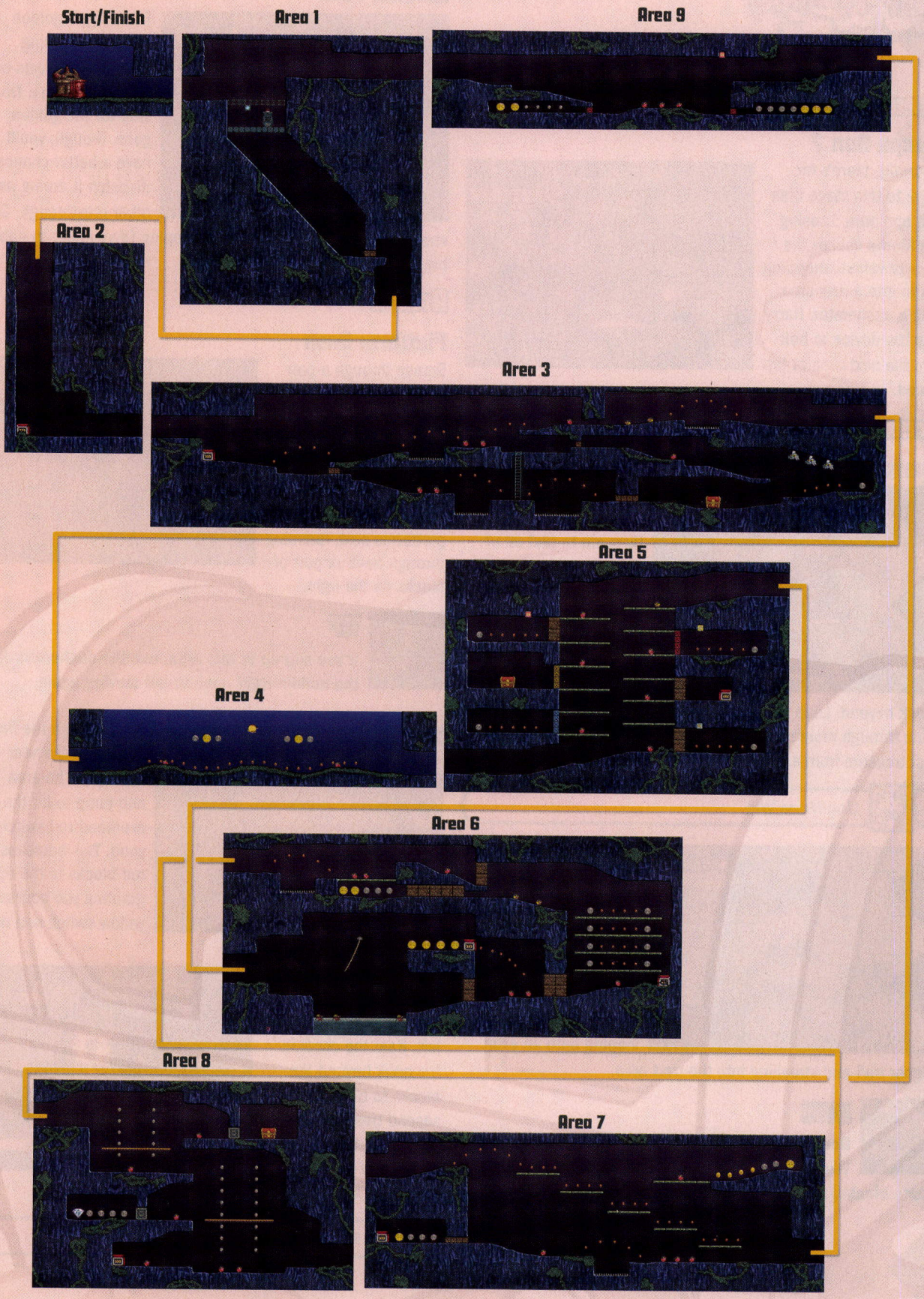


The secret map that unlocks Lowdown Depths is found in Area 5 of Sneak Peak (which is another secret stage in Wiggly Wilds). After outracing the giant boulder, return to the nook where the boulder began from and look for a patch of shimmering light on the ground. Perform an Earthshake Punch there, then nab the map that appears and finish the stage to unlock Lowdown Depths!

Area 1

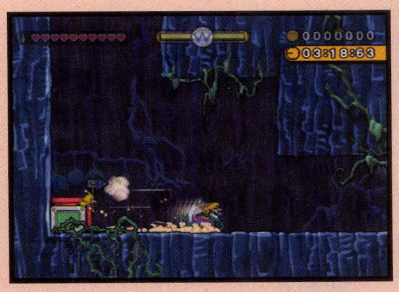
Merfle Cage!

Wario's shocked to find the Merfle cage sitting just outside the starting gate. It can't be this easy, can it? Hit the checkpoint if you like, then shake the cage to free the Merfle and start the escape timer.


Start/Finish
Area 1
Area 9
Area 2
Area 3
Area 5
Area 4
Area 6
Area 8
Area 7

Area 2

Escape Run ?



Naturally, there's far more to this stage than just one area. Loosing the Merfle causes the floor to vanish, dropping Wario into a new area with a dasherator. Hurry into the device to bolt into the next area at top speed.

Area 3

Basement Boogie

For this first run through the level, your objectives are to find all of the treasure and smash all of the stone blocks. Streak past another dasherator in this large area and duck to slide through a tiny stone block beyond. Leap the pair of spike pits that follow and then slide through more stone blocks on your way to nabbing your first treasure from a nearby chest.

Lion-Mane Wig

Change direction after looting the chest and then jump to reach a higher trail. Slide through another stone block as you rush to the end of the trail, then turn around once more, leaping onto an even higher trail and streaking into the next area.

NOTE

Don't go out of your way for coins on this first run. Your top priorities are to keep dashing, smash all stone blocks, and obtain all treasure.

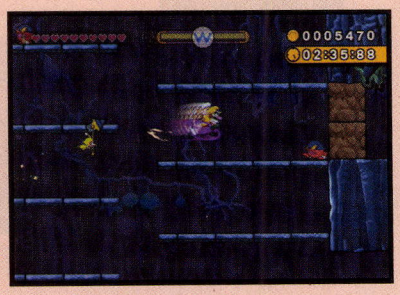
Area 4

Moonlit Path

This stage's golden enemy—a floating Bandinero—hovers on high in this area. Don't stop for the golden goon, though; you'll have a better chance to dispatch it during another playthrough. Cut straight through the area instead, leaping (if you like) to nab the big floating coins you pass by.

Area 5

Platform Dash



Smash through a pair of stone blocks as you bolt into this area, then leap to hit an overhead switch. Change direction and begin dash-jumping up the central platforms next, ramming through another pair of blocks on the right.

TIP

If you slip up in this area, use the dasherator in the middle-right nook to get moving again.

Bust through the final pair of blocks near the top of the area and jump to hit the overhead red switch beyond. This banishes the red blocks to the right, granting you access to a yellow switch in a nook.

Dash over and hit the yellow switch to remove the yellow blocks to the left. Raid the chest in the nook beyond the blocks to claim your second treasure from this stage, then quickly dash-jump your way up and out of the area.

Moon Light

Missions

Treasure

Area 6

Pond Hopper

Dash across the pond in this area and then smash through the sets of stone blocks along the trail beyond.

Begin dash-jumping up the skinny platforms that follow, collecting a few coins as you go. Don't go out of your way for the coins, though; focus on climbing and maintaining control.

Leap onto a higher trail and then quickly duck to slide through a narrow passage. Bust through the row of stone blocks beyond and then change direction and slide back through.

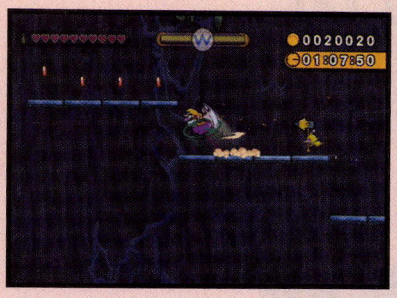
Leap onto the highest trail, crashing through yet more stone blocks. Race left and leap a spike pit on your way to the next area.

Area 7

Spikes and Steps

Jump this area's central spike pit to locate a row of tiny stone blocks in the far left wall. Slide through this final set of blocks to complete a mission!

Break all stone blocks



Change direction and leap back over the spike pit. Turn around again and leap up the stepped platforms above, heading straight for the next area.

Area 8

Elevator Action

Dash back and forth beneath this area's elevator platform to make Wario hitch a ride when the elevator dips low. Keep dashing back and forth to remain on the elevator as it climbs.

TIP

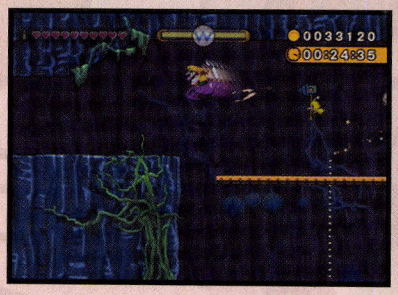
There's a dasherator in this area's bottom-left nook; use it if you mess up and hit something.

Oh boy, more elevators to dash on. I don't know whether my dashing skills had improved by this point or if these elevators were just a bit wider, but for whatever reason, I had a much easier time dashing up these lifts than I did the one back in Savannah Valley. That one was just brutal!

Leap left when the elevator nears the top of its rail to reach a higher ledge with another moving platform. Ride this second elevator as you did the first, leaping to the right this time to crash through an iron block and discover the stage's final chest!

B.C. Bongo

Change direction after claiming the chest and leap across the moving platform when it's up high. Jump to the far left ledge and continue sprinting.



Area 9

Just Visiting

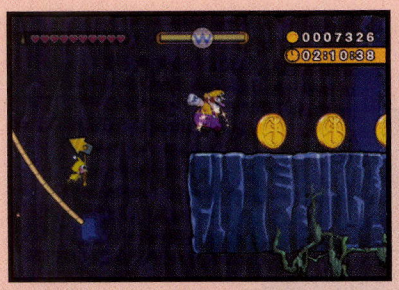
Ignore this area's overhead switch as you bolt off the entry ledge. Jump the short walls that follow on your way back to the first area.

A row of blue shake blocks has appeared back in Area 1, so there's no need to touch the controls as you dash back through and into the starting gate. Nice run!

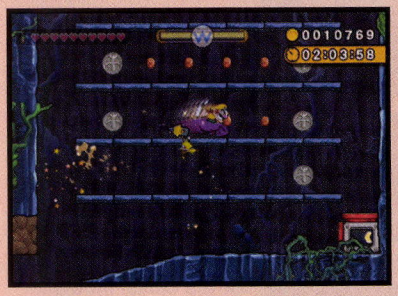
Hunting for Coins

You've smashed the stone blocks and scored all the treasure chests. Now that you've explored the stage, let's go for coins on this second run! There's loads of coinage here—way more than enough to get you over 42K, as long as you don't miss many of the big ones. Take the lower trail through the basement to claim the big silver coin from its bottom-right nook, and make sure to leap up and grab all of the big silver and gold coins along Area 4's moonlit path.

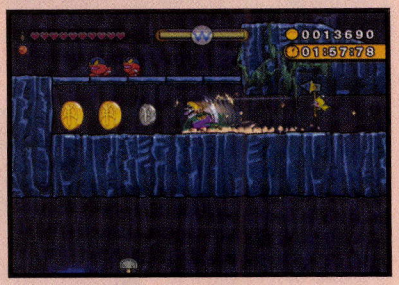
Be sure to clean out those nooks in Area 5, leaving no trace of coinage behind.



Jump as you streak into Area 6 to grab an overhead rope, then swing onto a high ledge lined with big gold coins. Use the nearby dasherator afterward to get moving again.



Do your best to nab the big silver coins as you scale the skinny platforms to the right, but don't worry if you miss a few.



Slide to smash through the row of stone blocks on the trail above, claiming a long row of big silver and gold coins from the passage beyond. Slide back out and then leap up onto the trail above, racing toward the next area.

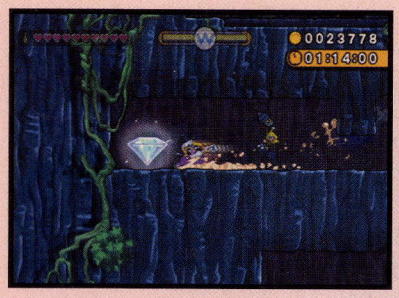
Leap Area 7's central pit as you did before, sliding through the row of tiny stone blocks beyond to loot the nook in the corner. Dash back out of the nook and leap back over the pit.

Change direction and dash-jump up the central stepped platforms. Leap to the top-left ledge and then quickly hit ✚ to change direction. Sprint right, dropping back down the stepped platforms.

Leap from the edge of the second-highest platform to reach the far right ledge, which sports a long row of coins. Loot the ledge and then change direction, leaping left to leave the area.

Missions

Treasure



You can't afford to waste much time at the elevators in Area 8, so do your best not to fall from the platforms. Dash back and forth to keep your speed as you ride up the first elevator, leaping left as it nears the middle of its rail to smash through an iron block and score a diamond!

Return to the elevator and continue dashing back and forth, riding it all the way up to reach the next one above. You looted the treasure chest on the right during your first run, so leap left and rush for the next area.

NOTE

You must be dashing as you enter Area 9 or you won't be able to collect its coins.

This time, as you streak into Area 9, leap from the entry ledge and hit the overhead red switch. This shuts off the red blocks below, allowing you to slide into a pair of nooks to snag additional coinage.

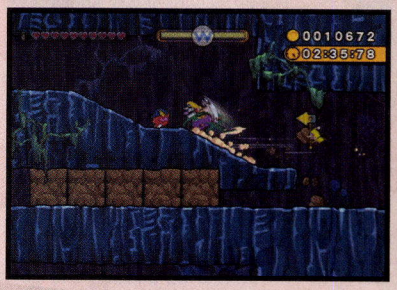
Raid both nooks to claim more coinage—enough to rocket your score well over 42K! Now simply continue to the starting gate with your bulging wallet.

Collect 42,000 coins

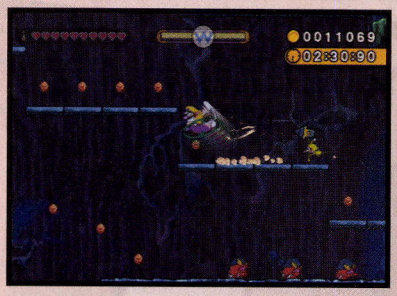
Clearing the Time Trial

When going for speed, waste no time exploring the basement's lower areas. Leap the first pit and streak up the higher trails, heading directly for the next area and bolting straight across its moonlit path.

Don't dally in Area 5, either. Ignore the side nooks entirely and dash-jump up the central platforms as fast as you can.



Zip through Area 6 as well, leaping over the higher trail's narrow passage and bolting toward the next area.



You're doing great if you've got about 2:30:00 left on the clock as you race into Area 7. Leap straight up this area's stepped platforms this time, speeding for the high trail that leads to the next area.

Jump onto the rising elevator as you storm into Area 8, and dash back and forth until you're able to leap to the next elevator above. Keep your speed as you ride up the second elevator, again leaping left to reach the trail to the next area.

No need to hit the overhead switch as you streak into Area 9. Dash straight off the ledge and hop up onto the trail that follows. Then simply continue bolting toward the starting gate, setting a new record time!

Finish before the clock hits 1:55:00

Dodging Dasherators

For your fourth (and final!) run through this stage, Wario needs to huff it all the way on foot without the aid of dasherators. Make sure to stun an enemy and toss it at the floating Bandinero as you run along the moonlit trail, besting the golden goon and clearing a mission in the process.

Defeat the golden enemy

The rest of this level's a breeze. Perform nothing fancier than a few jumping dashes that'll help you clear the wider gaps you encounter as you putter back toward the starting gate. You've got plenty of time to get there so long as you don't dawdle—even at this leisurely pace!

Don't use any Max Fastosity Dasherators

Beat the stage without taking damage

Neon City

Stage Overview

Neon City is the first of two secret stages you can open at Rocking Range. Beat the Shake King to win the game and discover that certain levels you've visited hold secret maps. Then view each stage at the world map to see that Glittertown has a secret map for you to find! Revisit Glittertown and seek out its secret map to unlock Neon City.

Missions

- Finish before the clock hits 1:40:00
- Beat the stage without taking damage
- Collect 70,000 coins
- Defeat the golden enemy
- Detonate three bombs simultaneously
- Eat five heads of garlic

Treasure

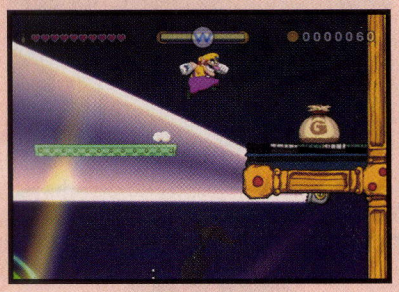
Play Money
Spyfruit
Mirror Crystal Ball

Secret Map

The secret map that unlocks Neon City is found in Area 5 of Glittertown. Look for a patch of shimmering light on a high ledge in that area and perform an Earthshake Punch there. Nab the map that appears and then finish the stage to unlock Neon City!

Area 1

Now You See 'Em



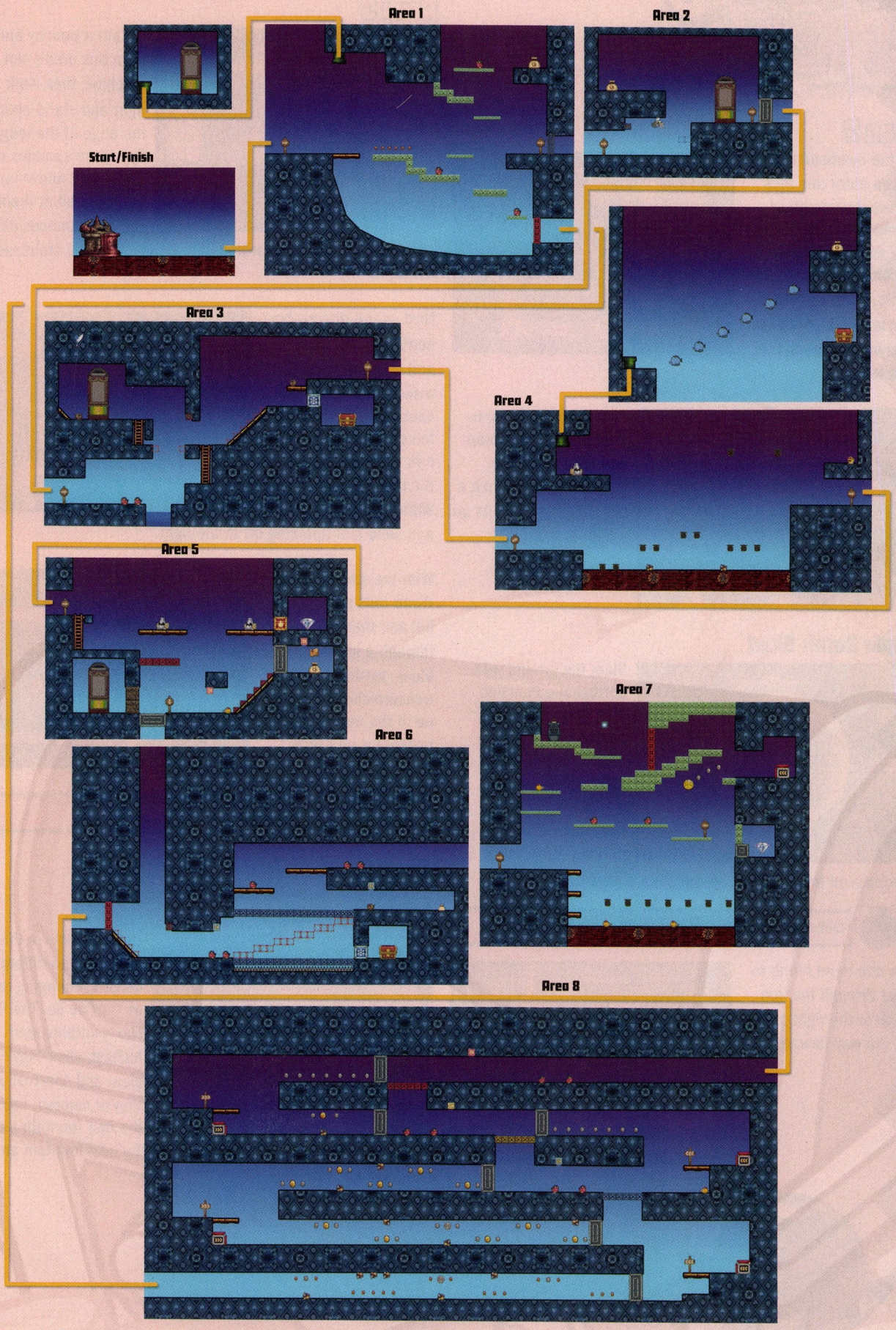
Stand and watch as spotlights reveal invisible blocks and platforms in the first area. Work your way over to a high ledge and shake out the big coin bag you find there before venturing onward.

TIP

Shake each goon for garlic, eating five heads as you play through the stage to complete a mission.

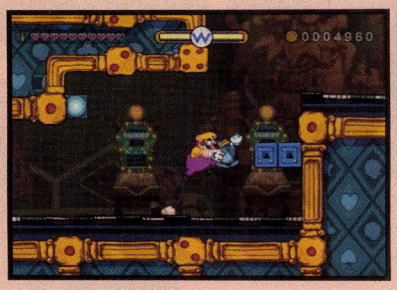
Missions

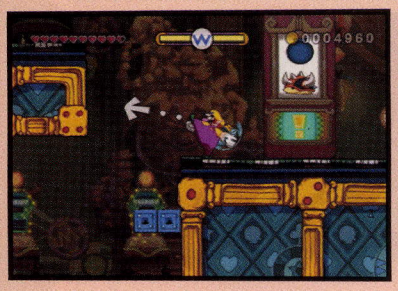
Treasure


Start/Finish
Area 1
Area 2
Area 3
Area 4
Area 5
Area 6
Area 7
Area 8

Area 2

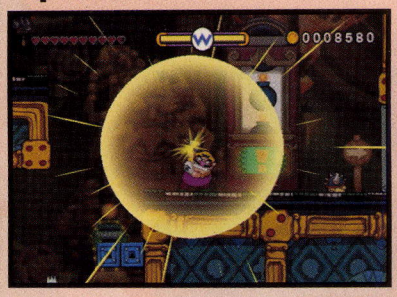
Hit the overhead switch as you enter this area to reveal some blue blocks to the right. Stun and grab the nearby Pitchfork, shaking it for garlic. Carry the Pitchfork up the blue blocks afterward to reach the next ledge.





Toss the Pitchfork into the left wall, then leap and bounce off the stuck baddie to reach a big coin bag that sits on a high ledge.

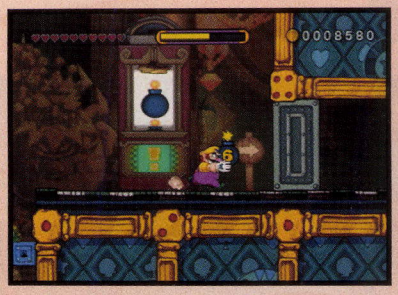
Triple Bomb Blast



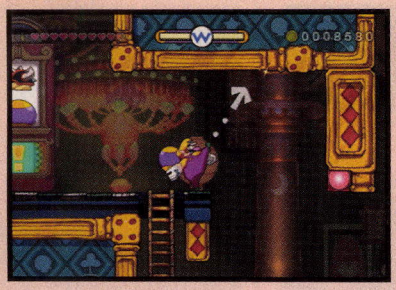
Slam the ground with Earthshake Punches next, knocking three bombs out of the nearby slot machine. Grab and shake the first two bombs to stop their timers, then let the third bomb go boom to detonate all three at once, completing a mission!

Detonate three bombs simultaneously

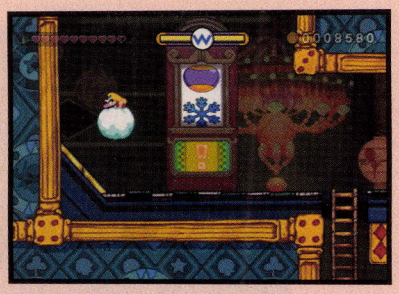
Use one more bomb to blast through the iron block to the right, opening the way forward.



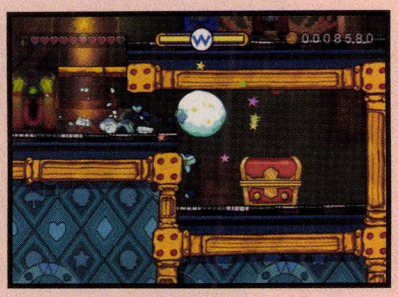
Area 3



Obtain a bouncy ball from this area's slot machine, then walk right and stand near the edge of the ledge. Spy some sparkles on the ceiling above and hurl the ball at them. The ball bounces off the sparkles and hits a red switch below, banishing the staircase to the right.



Next, stand directly beneath the slot machine and stop the spinner on a snowflake icon. This causes some snow to fall on Wario, covering him in white. Jump onto the nearby slope to roll Wario into a snowball and send him tumbling off to the right.



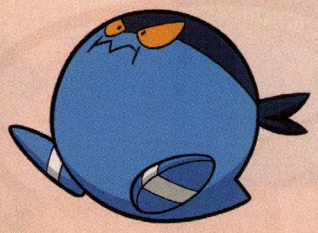
With the staircase gone, Wario rolls straight uphill and then smashes through a snowflake block, landing near a treasure chest! Continue to the next area after pocketing your prize.

Play Money

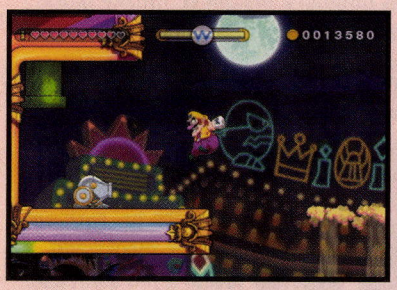
Area 4

Fountain Frenzy

The fountains in this area swell to different heights, changing colors as they do so. The first two fountains spurt highest when they're clear and shortest when they're colored. Leap to the first fountain as it begins to spout clear water, jumping to the next fountain ahead as it changes to pink.



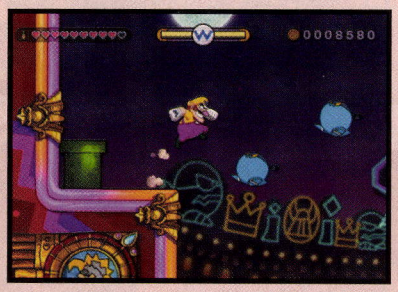
Continue over to the green fountain, then turn around and leap left just before the green fountain shuts off. Try to time this so that you land on the previous pink fountain just as it begins spouting clear water that lifts you even higher.



Leap left from the tall clear fountain to reach a ledge with a Boomdinero and a warp pipe. The Boomdinero fires fast, so be ready to jump its initial shot before you unleash a fast Earthshake Punch to stun it. Dispatch the goon and then squeeze into the overhead pipe.

Floating Fleet

Wario sees an odd sight as he emerges from the warp pipe: A long row of floating Bandineros stretches across a wide chasm ahead! Watch as the goons float up and down, and begin bouncing across them as they float upward past Wario.



Catch the Bandineros while they're on the rise to reach a high ledge with a big coin bag. Shake out the cash and then drop from the ledge, tucking into a butt stomp as you fall.

Wario plummets past a lower ledge with a treasure chest before landing back on the previous Boomdinero (who has respawned) and warp pipe ledge. The impact of Wario's super butt stomp stuns the Boomdinero; be quick to defeat it before traveling back through the warp pipe once more.

This time, bounce along the Bandineros while they're descending to reach the lower ledge with the treasure chest you noticed as you fell. Dash into the chest to claim your second goody from this stage!

Spyfruit

Golden Enemy

Cross Area 4's fountains once more, jumping left from the green fountain again to return to the previous pink fountain when it becomes clear. Ride skyward on the tall clear fountain and then leap back over onto the green one, which will now be pink and shooting even higher!

Leap from the tall pink fountain, quickly crossing the two little fountains that spring up to the right. The little fountains lead to a high ledge where the stage's golden foe hangs out: a little Bandinero! Be sure to shake this goon for loot before dispatching it and continuing onward.

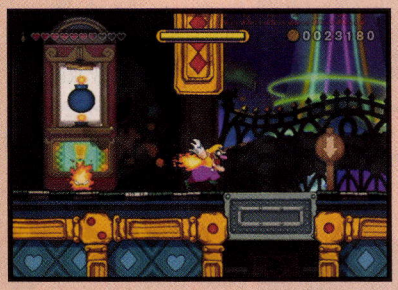
Defeat the golden enemy

Area 5

Secret Map

Obtain a bomb from this area's slot machine, shaking it to defuse its timer. Carry the bomb to the right and then hurl it up a red staircase to obliterate the iron block above, exposing a big coin bag. Shake out your loot and then slam the nearby patch of shimmering ground with an Earthshake Punch to discover this stage's secret map, which unlocks Derailed Express!

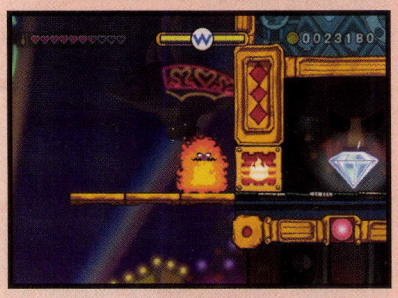
Fire and Ice



Head back downstairs and then hit a switch to banish the staircase. Knock a Flimflam out of the slot machine and then touch it to set Wario ablaze.

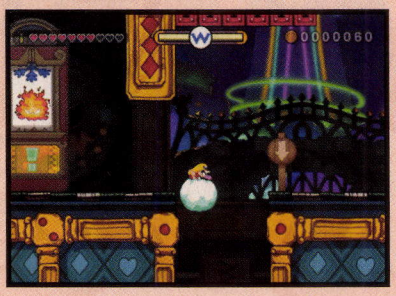
Let Wario sprint up the slope where the staircase formerly stood, then jump to hit the overhead switch in the nook beyond, causing the staircase to reappear. Bounce off the nook's right wall and then jump as you approach the red stairs to sail over them.

Leap across the red blocks to the left and then bounce off the wall near the ladder. Begin leaping across the platforms to the right.



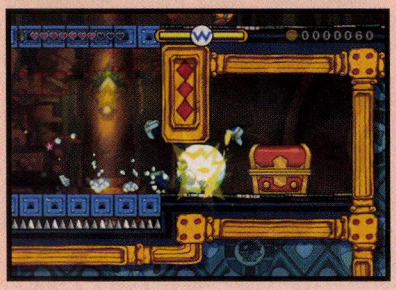
Bounce for a third time off the bonfire block that's stuck in the far right wall, setting Wario aflame. Touch the block after Wario becomes fully engulfed to break it, gaining access to a diamond in the nook beyond!

Snowball in Fall



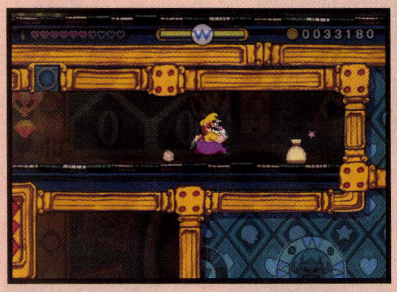
Return to the slot machine and knock out a bomb, then blast through the iron block in the nearby floor. Use the slot machine one last time to cover Wario in snow before dropping through the floor to proceed.

Area 6



If you entered this area with Wario covered in snow, then you can claim the stage's final treasure from here. Wario lands near a slope; jump onto it to tumble back down, sending Wario rolling off to the right. Wario crashes through a distant snowflake block, claiming the last treasure from the chest beyond!

Mirror Crystal Ball



Backtrack a bit and hit two overhead switches to banish the surrounding blue blocks and reveal a red staircase. Scale the stairs and dispatch a Shortfuse to claim a coin bag.

Hit another switch to make the blue blocks return, then cross over and leap up some platforms to reach the passage to the next area. Shake each Bandinero you encounter along the way for garlic—you should be close to five heads by now!

Eat five heads of garlic

Area 7

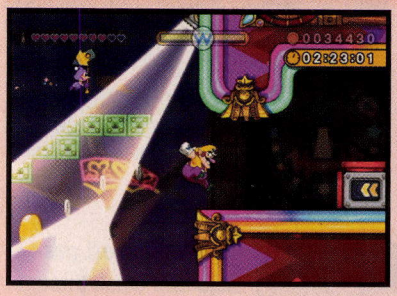
Merfle Cage

Loot is clearly visible beyond invisible blocks in this area, but you can't get to any of it at first. Make your way to the Merfle cage instead, hitting the checkpoint to save your progress before freeing the trapped creature.

Missions

Treasure

Escape Run



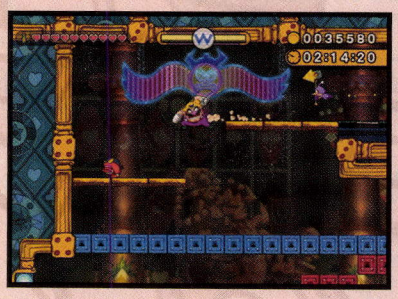
You've completed most of this stage's missions up to this point, so just focus on hitting 70K during this escape run—you'll ace the speed challenge on a separate run. When the clock starts ticking, hurry through the gap that's opened up to the right to reach a hidden dasherator.

Climb into the dasherator and zip straight out, dropping down and nabbing a big gold coin that floats in midair. Hit ✚ the moment you land on an invisible platform below to make Wario change direction *as he falls off the platform*. This causes Wario to dash across the fountains to the right, crashing into an iron block and scoring a vital diamond.

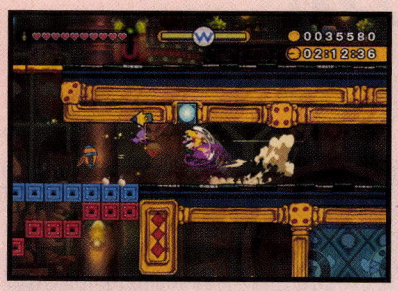
Change direction as you nab the diamond and sprint back across the fountains. Leap as you near the end to ensure you reach the far ledge in case the fountains die down unexpectedly.

NOTE

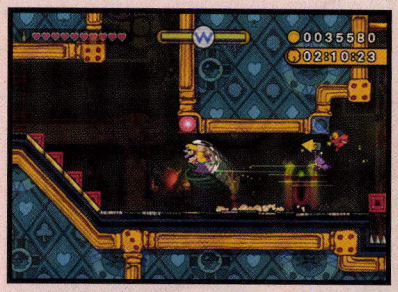
If you fall while going for the diamond, consider retrying from the checkpoint. The fountains won't shut off if you're quick to cross them after a retry.



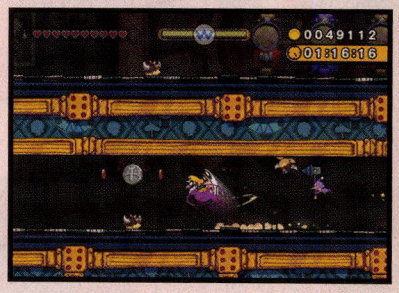
Back in Area 6, hit ✚ again to make Wario change direction *as he falls* from the entry ledge. You want to keep momentum going through here!



Smash through the Shortfuse in the passage below, then hit ✚ to change direction. Jump to hit the overhead switch and banish the blue blocks so that Wario can sprint down the red staircase.



Jump as you approach a second red staircase to hit an overhead switch and make the stairs vanish. Sprint up the slope that remains and streak into the next area.

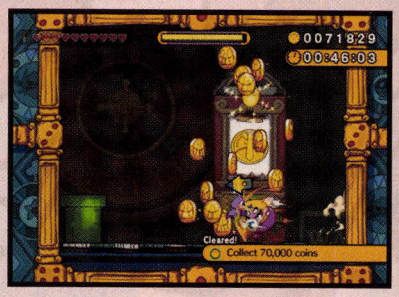


Take it nice and easy through the next area (Area 8 on the map). Let Wario run, smashing through each big iron block that gets in the way as you zigzag down the long passages, nabbing coins. Change direction whenever you near a wall to keep Wario dashing along, jumping as needed to avoid enemies and snatch floating coins.

TIP

Use any of this area's four corner dasherators to regain speed if you slip up. You need to be dashing as you exit the area!

Wario eventually emerges back in Area 1, where his speed launches him off a huge uphill ramp. Hold ✚ as Wario soars upward to make him scamper into an overhead warp pipe.

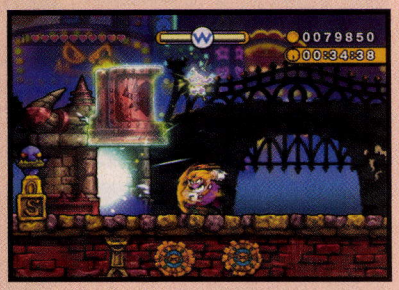


The warp pipe leads to a tiny room with a slot machine. Now's your chance to hit it big! You should have close to 50K in coinage by this point; knock coins out of this slot machine until you break the 70K barrier!

WARIO LAND SHAKE IT!

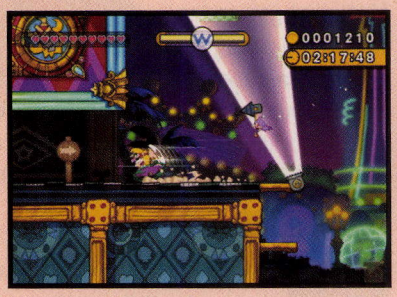
I found that to win at this slot machine, you just need to "get in the zone." Sit back, relax your eyes, and just watch the wheel spin. Be patient and get the feel for the timing, and you'll soon be hitting the jackpot with ease. I once managed to win these slots three times in a row!

Collect 70,000 coins

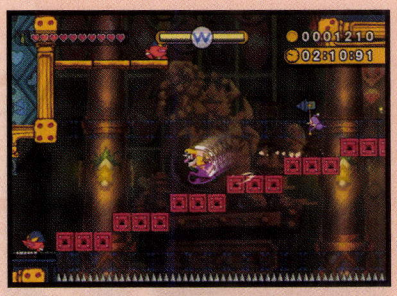


After cashing out your winnings, hurry back through the warp pipe and then dash left, speeding back to the starting gate.

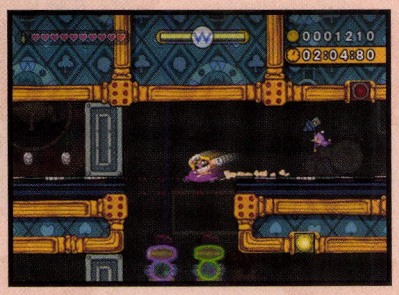
Clearing the Time Trial



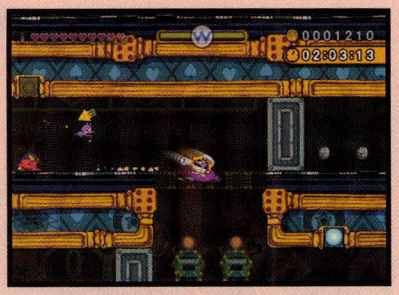
If you followed along closely, all you'll need to accomplish on your second run is the speed challenge. Don't go out of your way for the diamond after freeing the Merfle; head straight for the dasherator and bolt out of the area.



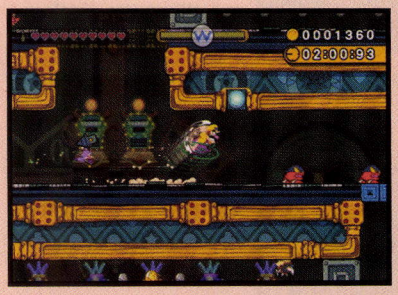
Cut through the next area (Area 6) just as you did before, changing direction just before Wario sprints off the entry ledge so that he starts running right as he falls. Hit the overhead switch to banish the blue blocks and streak down the red stairs on your way toward the next area.



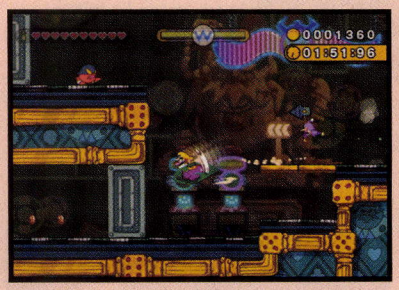
Take a much faster route through the next area (Area 8) by jumping up to hit the overhead red switch and open a hole in the floor. Quickly hit ✚ as Wario approaches the hole to make him change direction *as he falls* through the floor.



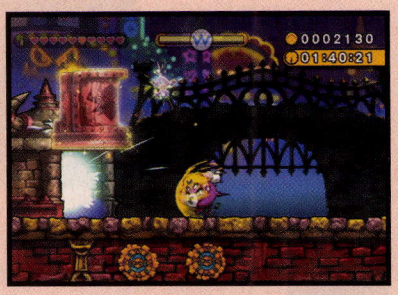
Repeat this same tactic when you land in the passage below: Hit the overhead switch to banish the yellow blocks in the floor, then tap ✚ as you approach the pit to make Wario change direction as he falls through.



Land in the next passage and crash through a big iron block, then quickly change direction and start speeding right. Jump to hit a blue switch and open yet another pit ahead, changing direction as you approach the pit so that Wario turns in midair.



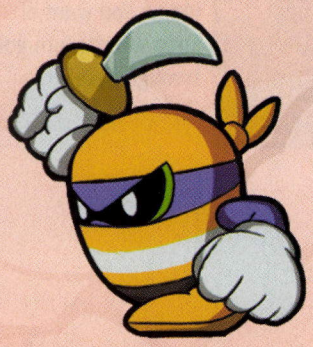
Keep changing direction and cutting corners so that Wario is dashing to the left when he drops into the lowest passage. Then simply jump to dodge enemies as you sprint back toward Area 1.



Don't hold ✚ to enter the warp pipe as you soar skyward this time. Hold ✚ instead and start dashing left the moment Wario's feet touch ground. Dart back into the starting gate with your record-breaking time on the books!

Finish before the clock hits 1:40:00

Beat the stage without taking damage



Missions

Treasure

Derailed Express

Stage Overview

Derailed Express is the second of two secret stages you can unlock at Rocking Range. The secret map that unlocks Derailed Express is hidden within Rocking Range's other secret stage, Neon City. Beat the game and then find the secret map within Glittertown to unlock Neon City first, then find the secret map within Neon City to unlock Derailed Express!

Missions

- Finish before the clock hits 1:20:00
- Beat the stage without taking damage
- Collect 50,000 coins
- Defeat the golden enemy
- Don't defeat any enemies
- Jump off five Bandineros' heads in a row
- Eat five heads of garlic

Treasure

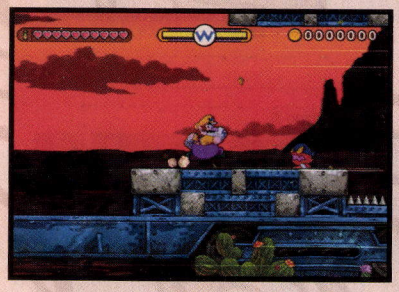
Train Timetable
24K Baseball Bat
Overachieving Star

Secret Map

The secret map that unlocks Derailed Express is found in Area 8 of Neon City (which is another secret stage in Rocking Range). Use a bomb to destroy the iron block in the right wall, then look for a patch of shimmering light in the nook beyond. Perform an Earthshake Punch there and snatch the map that appears, then finish the stage to unlock Derailed Express.

Area 1

Train Game

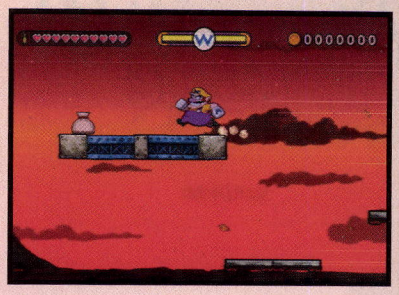


Wario begins at the tail end of a runaway train. Stun and shake each enemy you see in the first area, working toward gobbling up five heads of garlic to complete a mission.

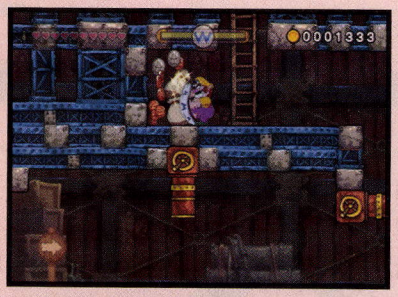
NOTE

Don't worry about not defeating enemies; you'll spare them on another run.

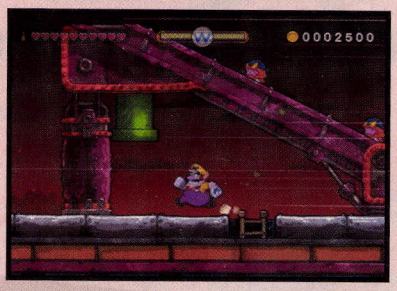
Run and jump left, letting the wind whisk Wario onto a high ledge with a coin bag. Shake out your loot before continuing.



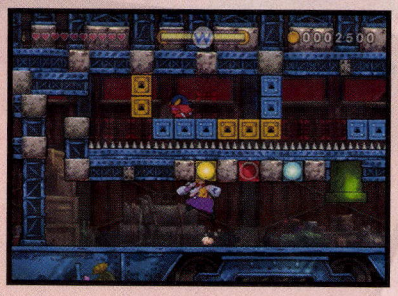
Area 2



Beware the frothing lava pipes as you navigate this area, heading for a coin bag on a high left ledge. Shake out the coinage and then climb the nearby ladder.



The ladder leads to a warp pipe on top of the train. Jump up and squeeze into the pipe to track down some treasure!



The warp pipe leads to a small train car. You must guide a Bandinero along an overhead path of colored blocks, hitting switches at the right moments to turn the blocks on and off and keep the little Bandinero moving left. Hit the switches in the following order to guide the Bandinero out safely:

1. Blue
2. Red
3. Blue
4. Yellow
5. Red

TIP

If you mess up and the Bandinero falls into the spikes beneath the blocks, exit and reenter through the warp pipe to respawn the goon.

WARIO LAND™ SHAKE IT!

Start/Finish

Area 1

Area 2

Area 9

Area 8

Area 3

Area 6

Area 7

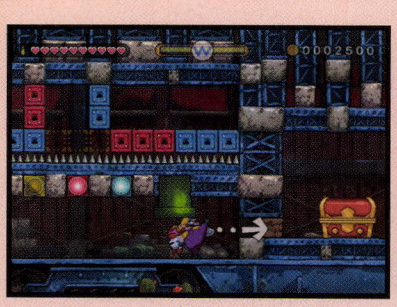
Area 4

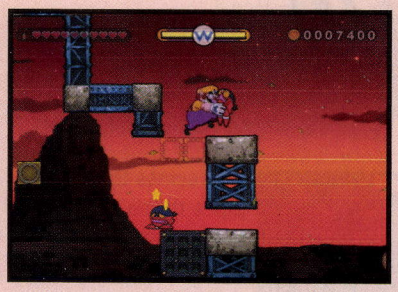
Area 5

Missions

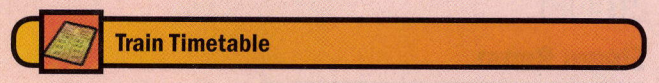
Treasure

Stun the Bandinero after guiding it through and shake it for garlic. Then hold ① and toss the baddie into the tiny stone block to the right. Belly-hop into the crawlspace afterward and claim your first treasure from the chest beyond!





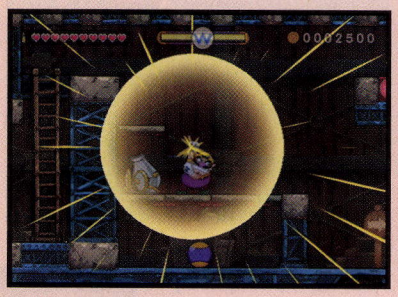
Jump onto the steel block and press ✚ to set down the Bandinero you're now holding. Backtrack a bit and stun another roaming Bandinero, then carry that Bandinero back over to the steel block. Pick up the first Bandinero again, then jump and bounce off the Bandinero on the block, bringing the goon you're holding to a higher platform.

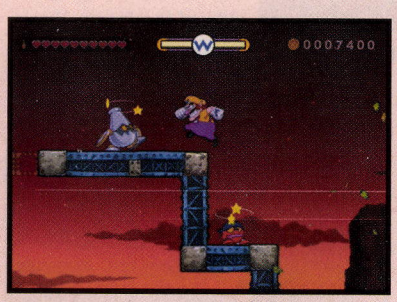


Train Timetable

Ball Toss

Return through the warp pipe and then unleash an Earthshake Punch to stun the Boomdinero to the right, knocking a bouncy ball into easy reach in the process. Dispatch the stunned Boomdinero and then grab the ball.





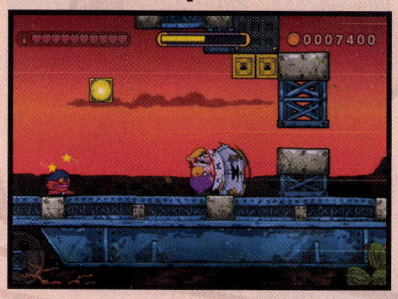
Jump left and set down the Bandinero you're holding so you can shake coins from the big coin bag you find up here. Perform an Earthshake Punch to stun the Boomdinero on the platform above, then, to reach the Boomdinero, bounce off the Bandinero you brought up here after it recovers.

Hurl the ball at the ceiling to bounce it into the overhead switch, removing the red blocks in the right wall so you can continue onward.

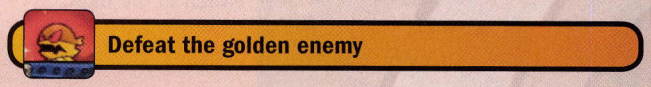
Run left and drop off the platform to land near a golden Bandinero on another platform below. Shake the golden goon for coins and then toss it away to complete a mission!

Area 3

Golden Enemy



Fight the wind as you navigate this open area, stunning and shaking a nearby Boomdinero to shed its armor before hitting an overhead switch to drop a steel block. Make sure to move the Boomdinero first or the block will crush this useful goon!



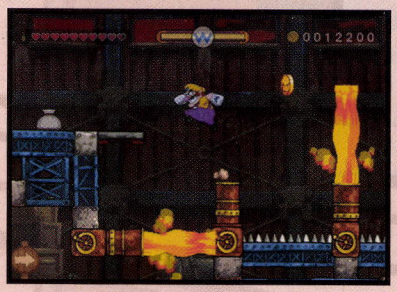
Defeat the golden enemy

TIP

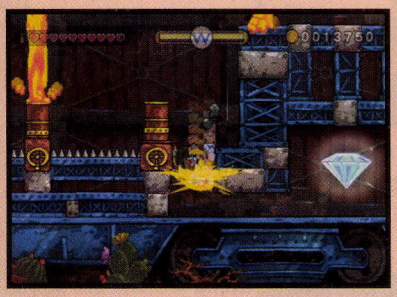
Be sure to hit the overhead switch once more to turn on the yellow blocks before you leave the area. You want them to be on when making your escape!

Area 4

Leaping Lava Pipes



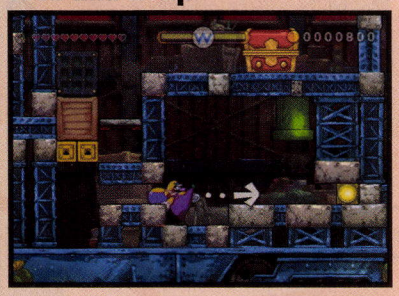
This hazardous area is filled with spike pits and lava pipes. Leap past the first magma spout and then jump from the second one when it's not firing to reach a coin bag on a high ledge.



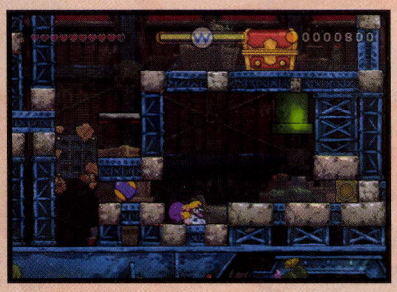
Hop across the lava pipes to the right next, being careful not to fall into the spikes below. Leap to the high ledge ahead, then turn around and carefully perform a super butt stomp off the side of the ledge. Wario smashes through the iron block below, claiming a gleaming diamond!

Butt stomp the lid of the steam geyser beyond the lava pipes to seal it, then quickly dash through the stacks of boxes to the right. Don't smash all of the boxes; create a staircase out of them so you can access a high warp pipe.

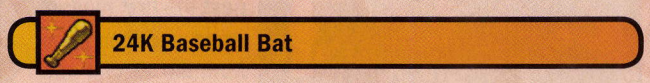
Toss and Drop



The pipe takes Wario to a small room with a bouncy ball. Stand in the little dip in the floor and toss the ball at the switch to the right.



Immediately duck as the ball rebounds off the switch and flies back toward you. If you're fast, the ball sails past Wario and strikes the wooden box behind him as it falls, smashing it. Now you can belly-hop through the crawlspace behind Wario and climb up to the chest above!

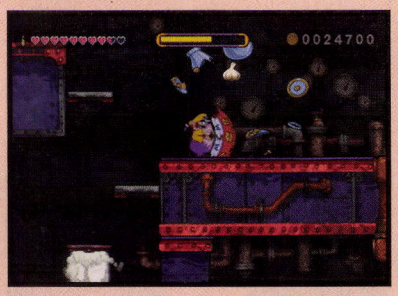


24K Baseball Bat

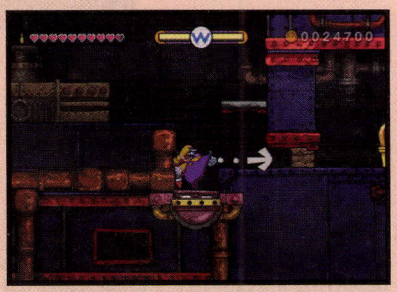
Return through the warp pipe and then smash the rest of the boxes you spared earlier. Nab the silver coins the boxes were covering up before proceeding to the next area.

Area 5

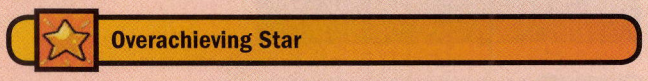
Steam Room



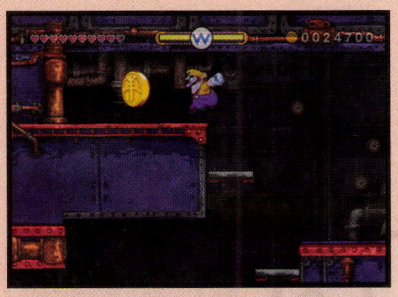
Navigate this area's steam geysers and stun the Boomdinero on the high ledge with an Earthshake Punch. Grab and shake the goon to remove its armor, then butt stomp the nearby steam geyser.



Face right and quickly hurl the Bandinero through the nearby stone block before the steam geyser springs back up. Belly-hop into the nook beyond the block and loot the chest you discover to claim your final treasure from this stage!

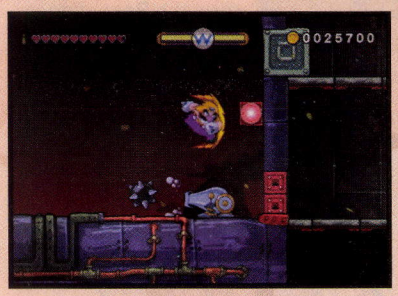


Overachieving Star



Don't miss swiping the big gold coin from the high left ledge on your way toward the next area.

Area 6



Wario has reached the top of the train. Sprint right and stun a Boomdinero, shaking it for garlic and to shed its armor afterward. You should easily have eaten five heads of garlic by now! Hit the nearby switch after besting the goon to open the way forward.

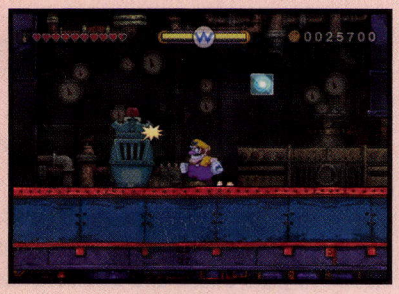
Missions

Treasure

Eat five heads of garlic

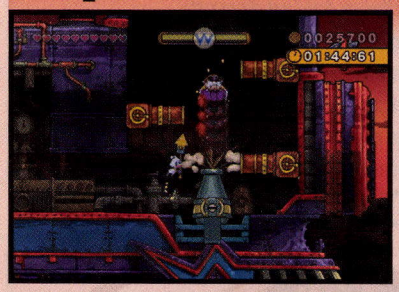
Area 7

Merfle Cage

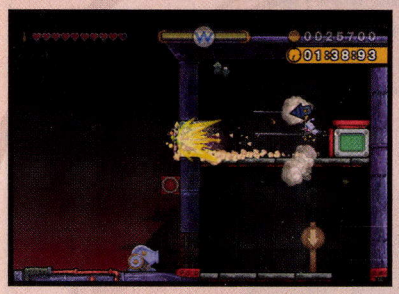


Carefully drop past the lava pipes in this area after they die down. Ignore the cannon beneath the pipes for the moment and run left instead. Hit the nearby checkpoint and then free the trapped Merfle from its cage.

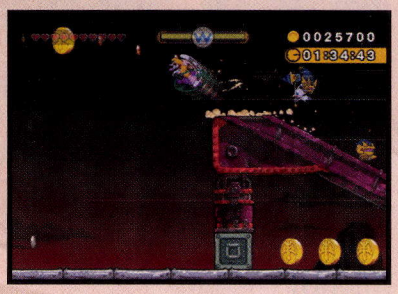
Escape Run



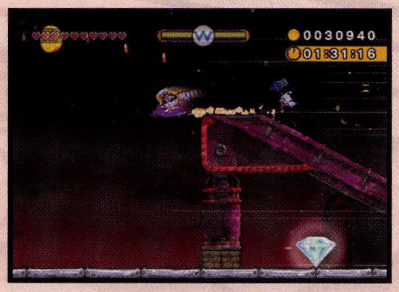
You're going for coins during this exit dash. Hurry back into the cannon you passed by a moment ago and launch Wario straight up when the overhead lava pipes aren't firing.



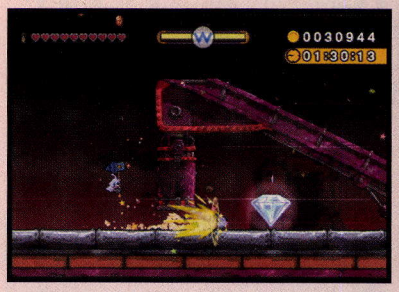
Wario rockets back up to the train's roof, landing near a dasherator he couldn't reach before. Climb into the device and begin bolting left across the rooftop.



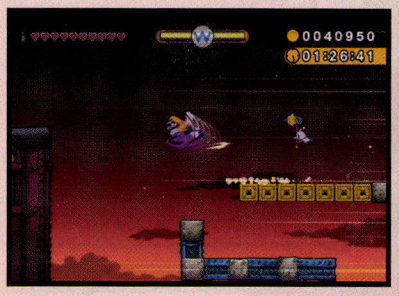
This escape run is much the same as the one you experienced during Wreck Train. Leap off of the first ramp to nab some floating coins, then change direction after you land to claim the additional loot stashed beneath the ramp.



The second ramp is a bit trickier: Rather than jumping to snatch the floating coins, press ✚ as Wario approaches the edge of the ramp to make him change direction *as he falls*.



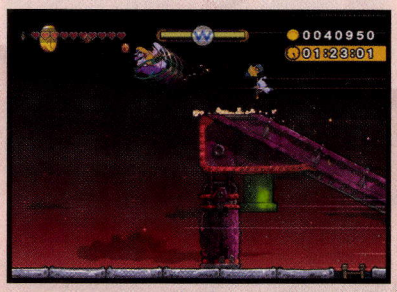
Hold ✚ to make Wario slide the moment he lands, smashing through the tiny stone blocks below the ramp and claiming a diamond. Quickly change direction as you nab the diamond and slide back out, racing toward the next area.



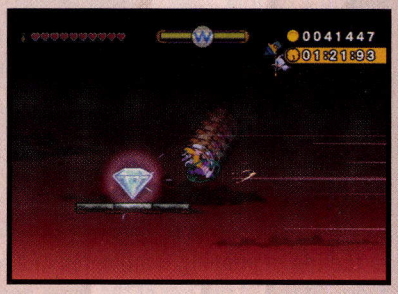
Leap as you enter the next area (the upper portion of Area 3) to make Wario soar over to some yellow blocks. That's the plan, at least, but the blocks won't be there if you didn't hit the switch on your way out of Area 3 before!

TIP

If you didn't hit the switch to light Area 3's yellow blocks earlier, retry from the checkpoint and then backtrack through the level to do so.



Streak straight through the next area (Area 9 on the map) and leap as you launch from the far ramp to claim some more floating coinage.



Leaping from Area 9's ramp also causes you to claim a diamond from a high platform as you sail back into Area 1. This final gem tops off Wario's wallet with well over 50K! Continue sprinting left to zip into the starting gate with your loot.

Collect 50,000 coins

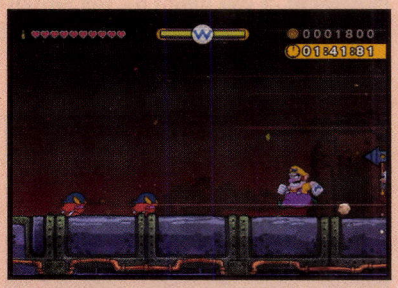
Clearing the Time Trial

There's no special trick to clearing the time trial here. Simply avoid turning around to raid the rooftop ramps to shave seconds off the clock as you bolt straight for the starting gate. Try not to take any damage this time either as you travel back through the stage.

Finish before the clock hits 1:20:00

Beat the stage without taking damage

Sparing Enemies



Not defeating goons is easy here, but it requires a third playthrough because you need to take things nice and slow. The key lies in not using the dasherator during the escape—it's too easy to run over foes as you streak along the rooftop!

Since you're already huffing it on foot, take a moment to set up an awe-inspiring quintuple Bandinero bounce! Stun the first two Bandineros you meet on the train's rooftop, carrying each one over to the trio of jumping Bandineros that leap about the nearby ramp. Stand at the top of the ramp and jump to bounce off the nearest goon, then simply hold ② to bounce off the rest without touching the ground.

All right, enough of this tomfoolery. Hurry back to the starting gate before time runs out!

Don't defeat any enemies

Jump off five Bandineros' heads in a row

Launchpad Labyrinth

Stage Overview

Launchpad Labyrinth is one of three secret stages you can unlock at Jiggle Jungle. Beat the game to learn that certain levels hold secret maps, then view each stage at the world map to see that Airytale Castle hides a secret map for you to discover! Revisit Airytale Castle and collect its secret map to unlock Launchpad Labyrinth.

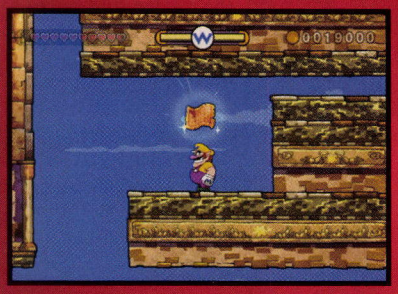
Missions

- Finish before the clock hits 6:00:00
- Beat the stage without taking damage
- Collect 50,000 coins
- Collect 10 gold coins in a row
- Don't break any rocket buckets
- Defeat the golden enemy
- Break all stone blocks

Treasure

- Solid-Gold Flyer
- Pot Full o' Mystery
- Dung Beetle Pendant

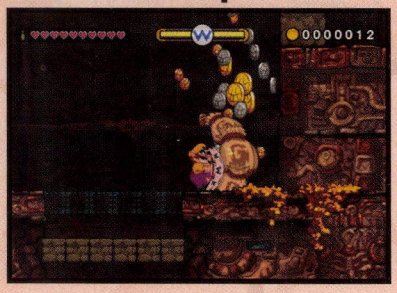
Secret Map



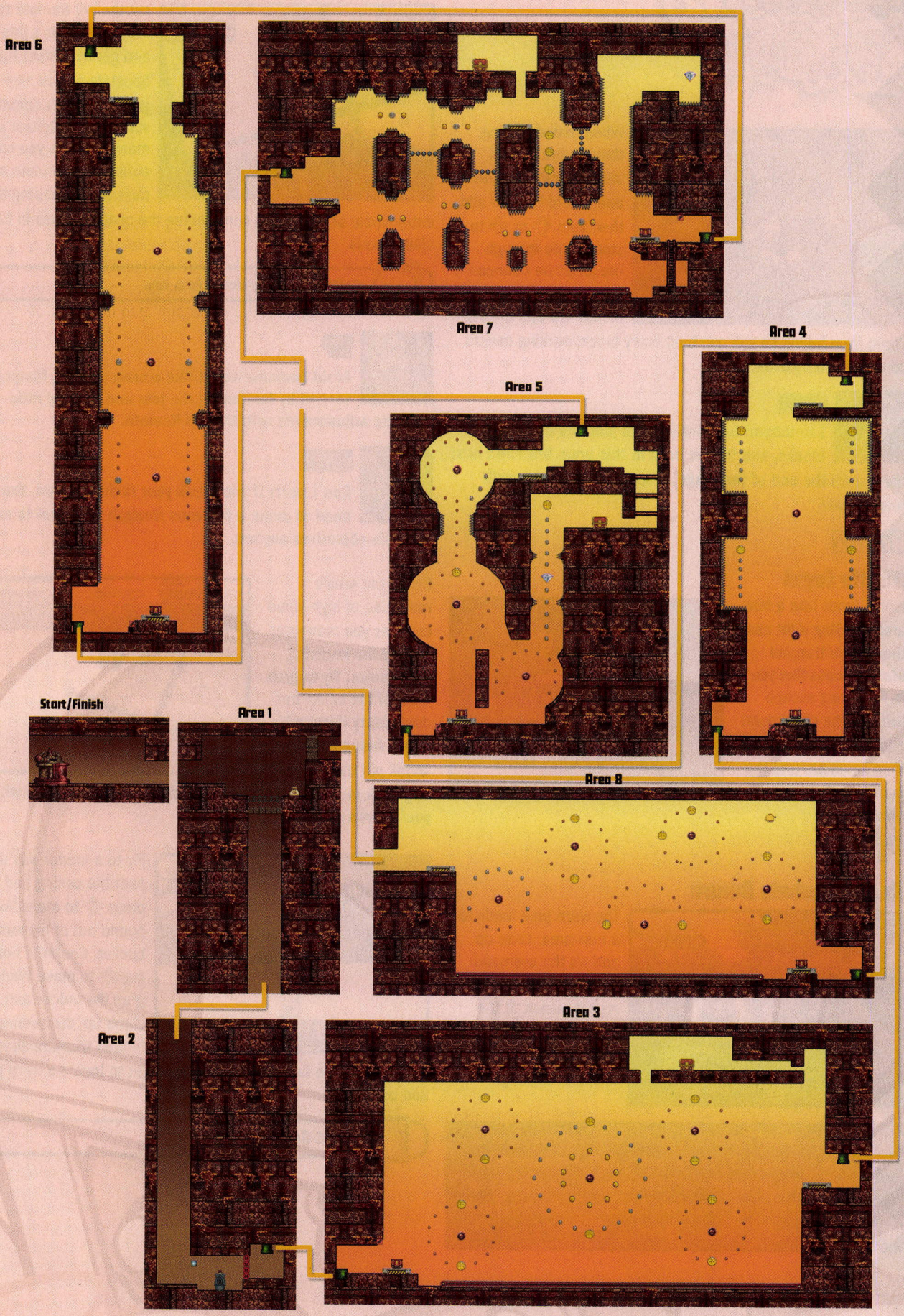
The secret map that unlocks Launchpad Labyrinth is found in Area 5 of Airytale Castle. Look for a patch of shimmering light on a ledge with a coin bag in that area and perform an Earthshake Punch there. Nab the map that appears and then finish the stage to unlock Launchpad Labyrinth!

Area 1

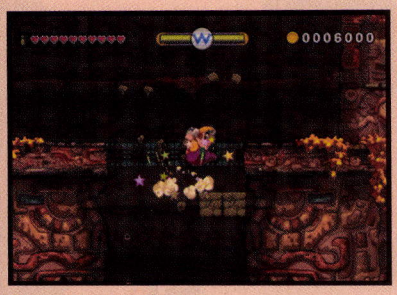
Shake and Stomp



This stage's first area is simple enough. Leap to the big coin bag on the far right ledge and shake out your coinage.


Area 6
Area 7
Area 4
Area 5
Start/Finish
Area 1
Area 8
Area 2
Area 3

WARIO LAND SHAKE IT!



When butt stomping through the central stone blocks, start at one end of the row and then hold ✚ or ✚ to steer Wario through the air as he bounces upward after each butt stomp. Do this to keep Wario from falling so you can bust every block, working toward completing a mission.

NOTE

Launchpad Labyrinth sports just two other stone blocks, and they're both in this area. You can't bust them until the end of the stage, though. Don't worry; we'll remind you!

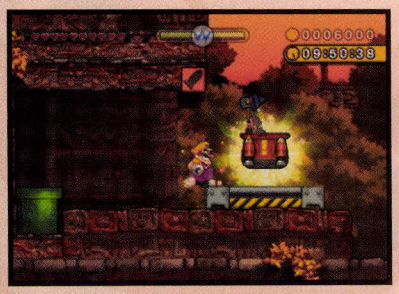
Area 2

Merfle Cage!

Wario drops into a new area, landing right near the stage's trapped Merfle. Looks like you're in for a long escape run! Hit the checkpoint and bust out the Merfle, then scramble into the nearby warp pipe to proceed.

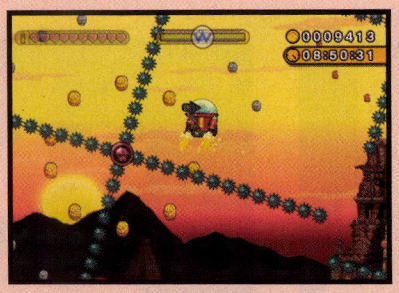
Area 3

Rocket Buckets Return



The warp pipe leads to a new area. Leap up and hit the overhead switch to summon a rocket bucket at the nearby launchpad, then climb inside and tap ② to start boosting.

Sweet—more rocket buckets! I couldn't get enough of these crazy ships before, so it's really cool to unlock a whole extra stage that's built around them. This level was a real blast for me—but by the time I'd completed its many challenges, I was ready to walk on solid ground again!



Tilt the Wii Remote to angle your ship's jets and gently feather the boosters as you navigate the area's spinning spike poles. Collect as many coins as you can, aiming to complete a mission by nabbing the entire circle of gold coins surrounding the central spikes in one skillful pass.

Collect 10 gold coins in a row

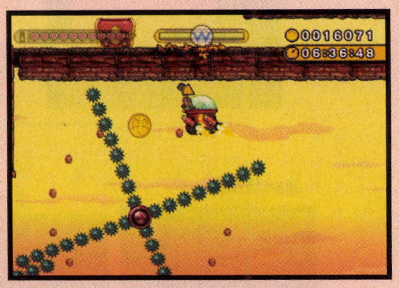
TIP

Avoid boosting about like a crazy person. Maintain control by feathering the jets and making little steering adjustments with the Wii Remote.

NOTE

Don't worry if you break your rocket bucket. You need to make a few runs through this level to meet all of its objectives anyhow.

Swipe the area's multitude of high-value coins as you maneuver around the revolving spike poles. Try to grab most of the coins, but don't worry if you miss a few. Assuming you shook out the big coin bag back in Area 1, you've adequately pillaged this place when your score's close to 15K.



Fly to a ladder way up near the ceiling and press ✚ to make Wario bound out of his rocket bucket. Continue holding ✚ to make Wario grab the ladder and climb up, discovering a hidden treasure chest! Claim your prize and then drop to the right to locate a warp pipe and proceed.

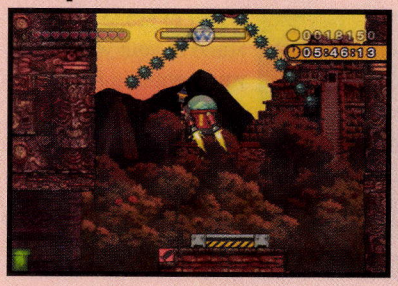
Solid-Gold Flyer

Missions

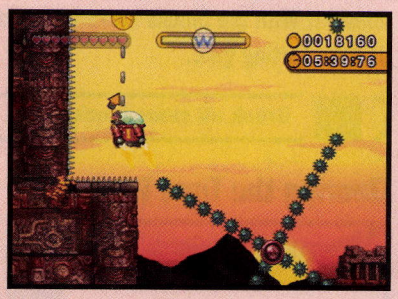
Treasure

Area 4

Crazy Climb



Dive into another rocket bucket in this tall area and begin boosting upward. Follow along with the overhead spike poles' rotations, carefully maneuvering around each one to pass through safely.

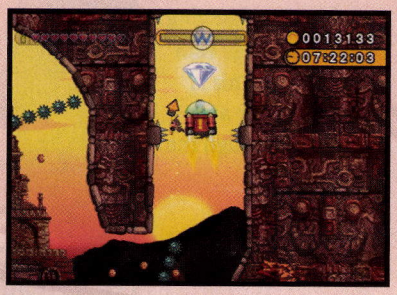


Raid the left and right nooks beyond the poles, nabbing their coins without touching any of the surrounding spikes. It's OK to miss a few silver coins, but make sure to grab the big golds as you make your way up to the next area.

Area 5

Two Routes

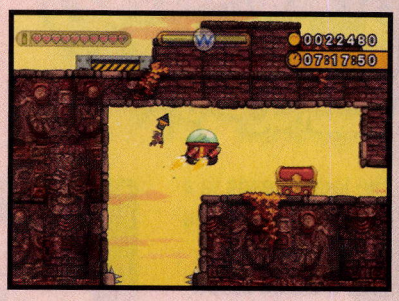
Board another rocket bucket in this area and carefully navigate the first spinning spike pole. Don't boost up past the pole, though; continue moving around it, aiming to drop through a lower opening and access the side passage to the right.



Carefully maneuver around the side passage's spike pole, making teensy adjustments to keep your craft intact. Follow the pole's rotation, eventually boosting upward and into the passage above to claim a huge diamond!

CAUTION

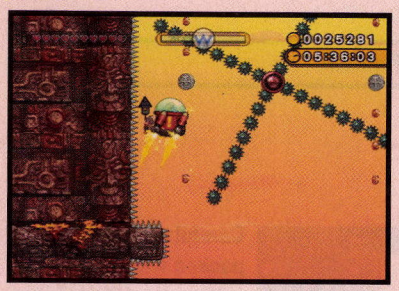
Beware the spikes along the side passage's narrow walls! Make sure you're moving straight up before you boost through.



But wait, there's more: A treasure chest sits on the high ledge at the top of the passage! Land your ship and hop out to claim the chest's contents, then leap up the nearby platforms and duck into the overhead warp pipe to proceed.

Pot Full o' Mystery

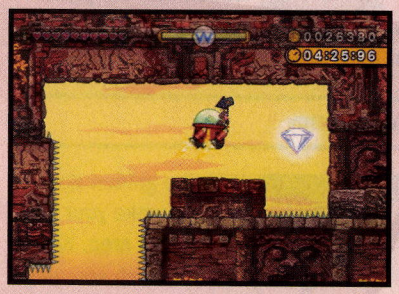
Area 6



This tall area is very similar to Area 4. Rocket upward, circle around the spike poles, and collect coins from the side nooks. Don't go out of your way for the comparatively low-value coins here, however; nab as many of the big silvers as you can as you make one quick trip through.

Area 7

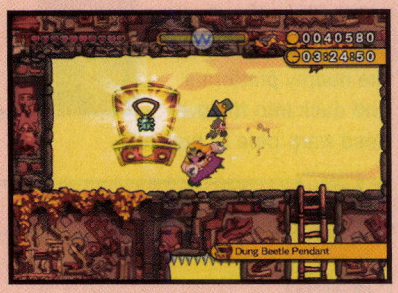
Spikes and Mines



You're doing great if you've got over three minutes on the clock and about 30K in the bank by the time you reach Area 7. Summon a rocket bucket and begin exploring this wide place, heading directly up from the launchpad to locate a huge diamond on a high ledge.

Drop back down and loop around the area, snatching up coins and avoiding contact with spikes and mines. Set your ship down on a high central launchpad and climb up the ladder above.

The ladder leads to a high nook, where you discover the stage's final treasure chest! Claim your reward and then return to your rocket bucket. Finish looting the area on your way to the far left warp pipe.



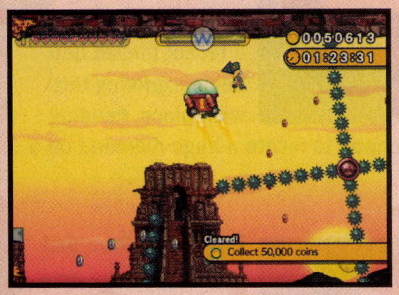
Dung Beetle Pendant

Area 8

Golden Enemy

Careful: This area's packed with spinning spike poles! Keep close to the first one as you circle around it to discover the stage's golden enemy above: a floating Bandinero. Simply boost into contact with the golden goon to defeat it and complete a mission!

Defeat the golden enemy



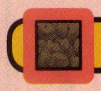
With the golden goon bested, make your way around the area. Keep close to each spinning spike pole and nab the many floating coins to boost your score above 50K. Hurry over to the left launchpad once you've reached that milestone, and set your ship down before bolting into the next area.

Collect 50,000 coins

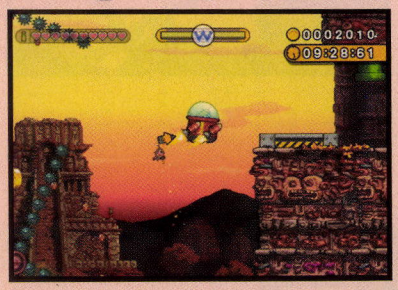
Area 1 (Revisited)

Block Breaker

A pair of stone blocks stand in your way as you reenter in Area 1. These are the only stone blocks in the level besides the ones you butt stomped at the start. Dash through the lower block and then jump to bash the higher one, breaking them both to complete a mission! With the blocks broken, drop down and huff it into the nearby starting gate.


Break all stone blocks

Clearing the Time Trial



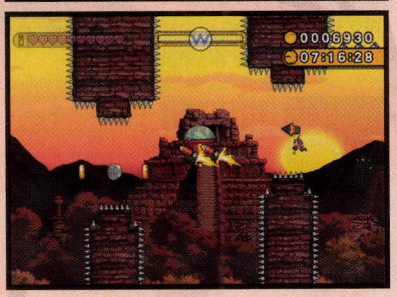
Great work! You've hit 50K in coins, broken all of the stone blocks, bested the golden goon, and claimed all three of Launchpad Labyrinth's treasures in just one run. Now let's see if you can beat the speed challenge! Boost straight through each area as fast as you can this time, ignoring the tempting loot that hangs all about.

NOTE

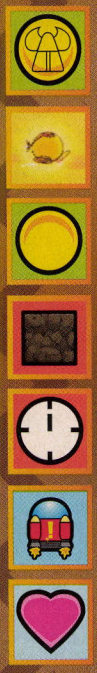
The time challenge is somewhat lenient here, but consider retrying if you break your bucket too often early on.

Keep to Area 5's main trail this time, ignoring the side passage with the diamond. This is a slightly faster and easier way through the area!

Bob and weave around Area 6's spinning spike poles, scaling the area as quickly as possible. Cut straight through the middle of Area 7 for a direct path toward Area 8.



Missions

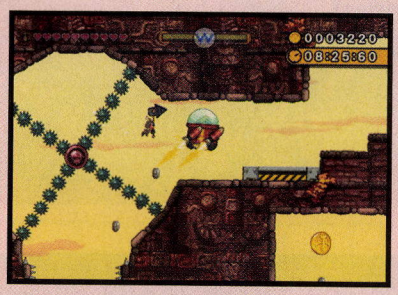


Treasure

You're doing great if you've got close to seven minutes on the clock when you reach Area 8. Keep low and slip past the first spinning spike pole on your way to area's lower-left corner, then boost upward past another spike pole to reach the far landing pad, then rush toward the starting gate.

Finish before the clock hits 6:00:00

Babying Your Buckets



You'll probably need to make a separate run though the stage to keep your rocket buckets from breaking. Be patient, take it slow, and don't make any silly mistakes. Just enjoy yourself as you take the easy road through this fun stage, and don't let Wario suffer any damage along the way!

Don't break any rocket buckets

Beat the stage without taking damage

Riverbloat Rapids

Stage Overview

Riverbloat Rapids is the second of three secret stages you can unlock at Jiggle Jungle. Beat the game to learn that certain levels sport secret maps, then view each stage at the world map to see that Soggybog River has a secret map for you to find! Revisit Soggybog River and collect its secret map to unlock Riverbloat Rapids.

Missions

- Finish before the clock hits 1:30:00
- Beat the stage without taking damage
- Collect 63,000 coins
- Defeat the golden enemy
- Feed five enemies to Venus Guytraps
- Shake a Turkeyjerk
- Beat the stage without falling into the water

Treasure

Venus Guytrap Seed
Emerald Melon
Muscleman Suit

Secret Map

The secret map that unlocks Riverbloat Rapids is found in Area 3 of Soggybog River. Look for a patch of shimmering light on the area's entry ledge and perform an Earthshake Punch there. Nab the map that appears and then finish the stage to unlock Riverbloat Rapids!

Area 1

Raging River

This place sure lives up to its name: A powerful rainstorm has swelled the river, creating some racing rapids! Leap across the logs that speed past, making big jumps to clear the wide gaps between each log.

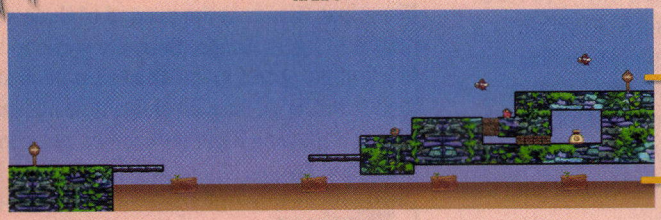
NOTE

Wario must get wet to claim one of this stage's treasures, so it's OK to fall into the water during this first run-through.

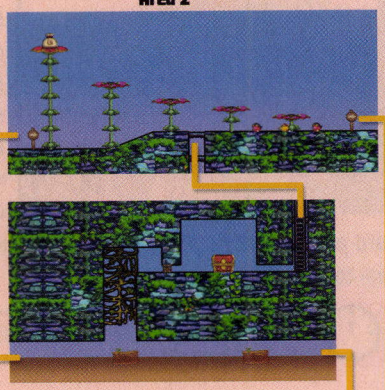
WARIO LAND™ SHAKE IT!

Start/Finish

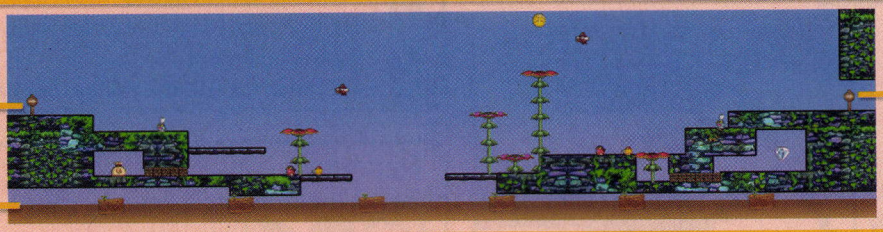
Area 1



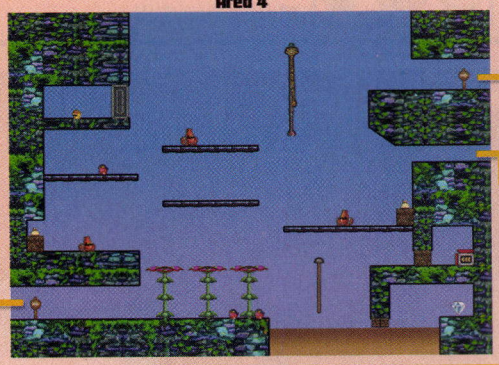
Area 2



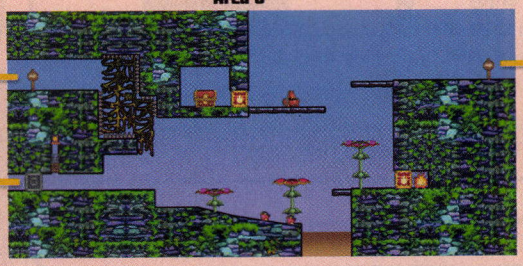
Area 3



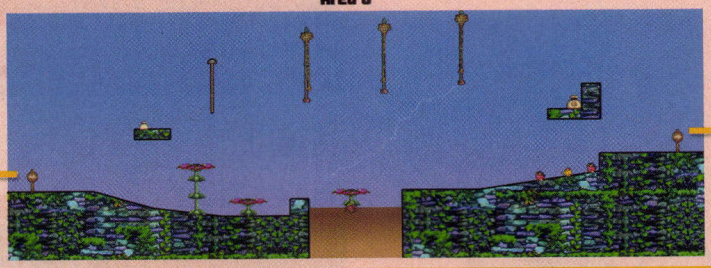
Area 4



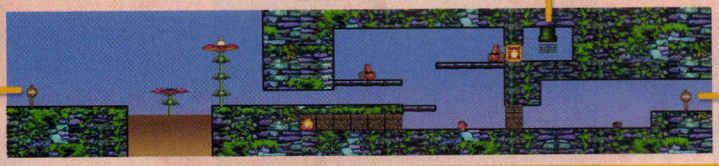
Area 5



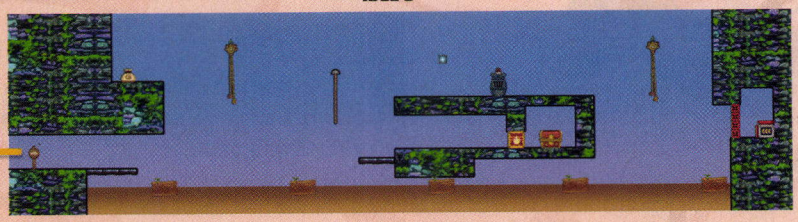
Area 6



Area 7

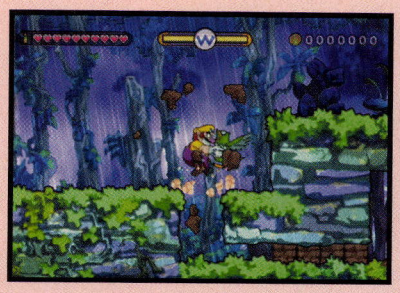


Area 8



Missions

Treasure



Stun and grab one of the Turkeyjerks in this area, then butt stomp through the stone block in the ground. Face right and then shake the Turkeyjerk to send it speeding through the row of tiny stone blocks ahead, clearing a crawlspace and completing a mission in the bargain!

Shake a Turkeyjerk

Crawl into the little nook beyond the blocks to claim a big coin bag. Shake out your loot, then return to the surface and head for the next area.

Area 2

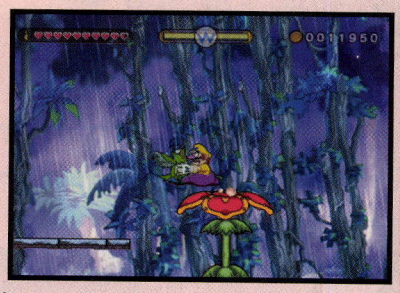
Guytrap Snacks

Stun and grab this area's roaming goons, then jump and tap ① to gently toss each one onto a Venus Guytrap. The hungry Guytrap quickly gobbles up the goons! Leave the area and return to respawn the baddies, and keep on feeding the Guytraps' faces until you complete another mission!

Feed five enemies to Venus Guytraps

Now simply jump across the Guytraps, quickly leaping off each one before it snaps shut. Land on the second-tallest Guytrap after it closes, then leap over to snatch a big coin bag from atop the final Guytrap. Bring the coin bag somewhere safe before shaking out your loot and continuing onward.

Area 3



Leap onto this area's first Venus Guytrap, then quickly jump when a Turkeyjerk swoops down at you. Land on the Turkeyjerk's head to stun it, then quickly grab the baddie and leap from the Guytrap before it chomps you both.

Shake the Turkeyjerk to make it run through the row of tiny stone blocks to the left, just as you did back in the first area. Crawl into the nook afterward and shake out a big coin bag!

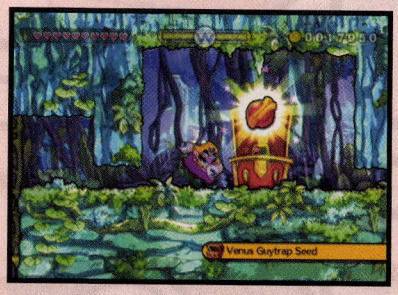
Riding the River

Drop into the rushing river next, letting the current drag you back into the previous area.

The river washes you past some low-hanging vines. Quickly leap out of the water and land on the barrel behind you as you speed past the vines, then jump again and hold ✚ to climb up.

TIP

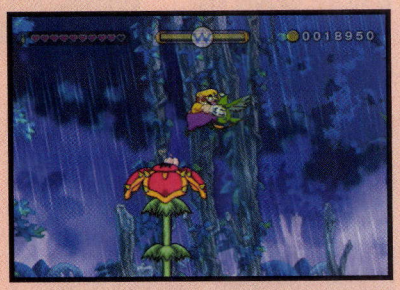
If you miss the vines, simply float downriver to return to the first area, then make your way back to Area 3 and try again.



The vines lead up to a high nook, where you discover a hidden treasure chest! Collect your prize and then climb up the nearby ladder to return to the surface.

Venus Guytrap Seed

Log Leaper



Return to Area 3, and this time, leap along the speeding logs to cross the river without falling in. Leap up the Venus Guytraps on the area's right side to locate another Turkeyjerk, then stun and grab the Turkeyjerk just as you did before.

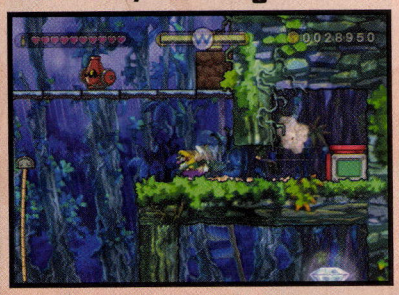
TIP

Don't miss the big gold coin that floats above the tallest Guytrap! Leap from the Guytrap after it closes to nab it.

Next, trick the area's lowest Guytrap into closing up, then drop past it. Face right and shake your Turkeyjerk to set it running through another row of tiny blocks, opening the way into a little nook. Crawl inside to claim a gleaming diamond!

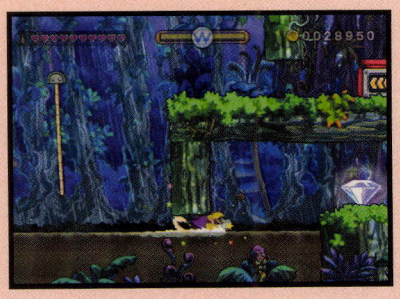
Area 4

Dash Low, Dash High



Swing from this area's first rope to reach a ledge with a dasherator. Climb into the device and then jump as you sprint off the ledge to clear the rope ahead.

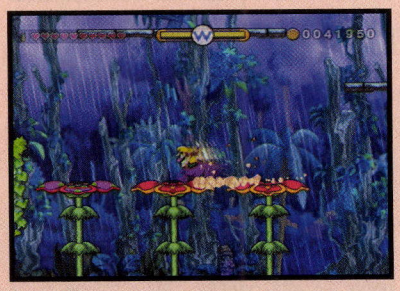
If you jump early enough, Wario will leap the rope, but he won't land on the far Venus Guytrap. Instead, he'll fall to the ground below, allowing you to change direction and sprint across the pond to the right.



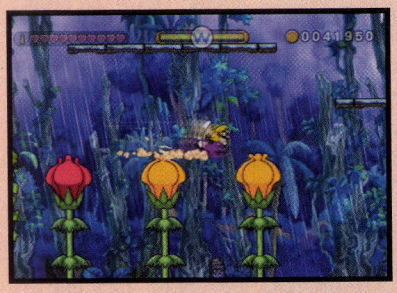
Hold ✚ as you speed across the pond to slide through the tiny stone blocks ahead. This lands you in a little nook with a diamond! Nab the valuable and then use the rope to return to the dasherator ledge.

Ignore the dasherator this time and leap across the row of Guytraps to the left. Dispatch the Boomdineros that stand ready to defend some coin bags on the next two ledges, shaking out both bags to claim additional coinage.

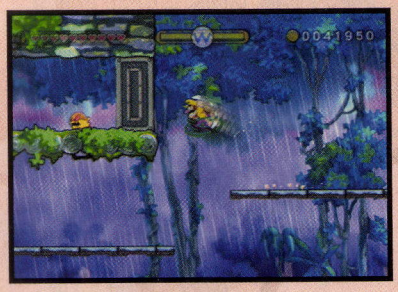
Golden Enemy



With both coin bags emptied, return to the dasherator and climb inside. Leap the rope as you did before, but jump late this time, aiming to clear the rope and land on the Guytrap beyond. Streak across the row of Guytraps that follows.



Change direction when you reach the far ledge and then bolt right back across the Guytraps, which have now closed. Wario won't trip into the gaps between the closed plants, so dash straight across them without fear. Leap from the last Guytrap to reach the ledge above.



Change direction and dash up the stepped platforms above, working your way to a high ledge that sports the stage's golden goon. Smash through the ledge's iron block to dispatch the golden baddie, completing another mission! Use the nearby pulley rope afterward to proceed.

Missions

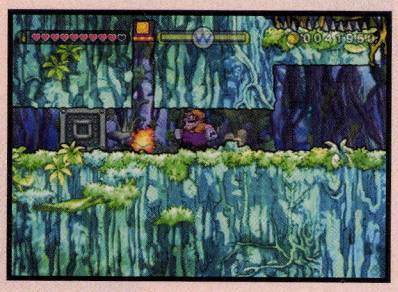
Treasure

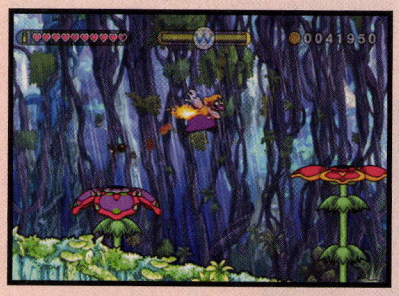
Defeat the golden enemy

Area 5

Heating Things Up

Carefully climb down the vines in this area, minding the surrounding spikes. Locate a Flimflam generator on the trail below and jump to smash the overhead block that's keeping the Flimflam from falling.



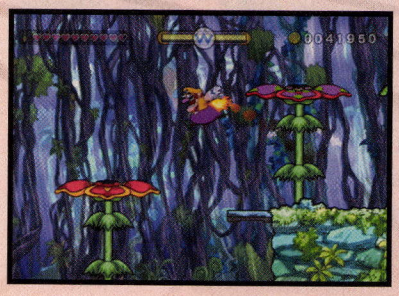


Touch a Flimflam to set Wario on fire, then hop across the two Venus Guytraps to the right. Guide Wario to a ledge with a bonfire block.

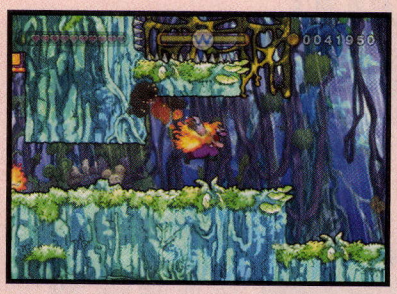
Let Wario bounce off the bonfire block and run left off the ledge, landing on the trail below. Leap the low wall at the end of the trail so that Wario runs past the Flimflam generator, bouncing off the iron block beyond.

Guide Wario back across the Guytraps, bouncing him off the bonfire block once more to set him fully ablaze. Touch the bonfire block afterward to bust it, exposing yet another Flimflam!

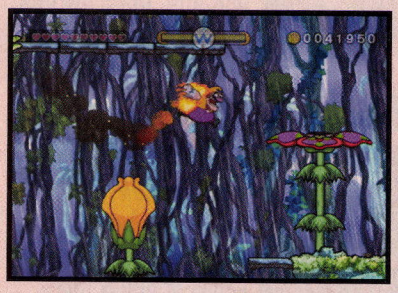
Wait—It Gets Better



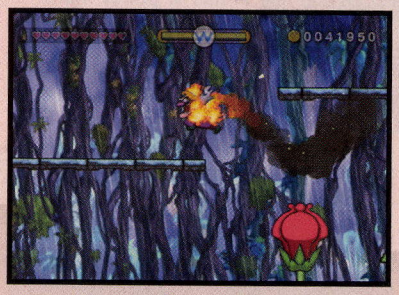
You're not done yet! Touch this newly discovered Flimflam to set Wario on fire once more, then jump back across the Venus Guytraps. Make sure you hop off of both Guytraps as you go.



Hop from the left Guytrap to reach the trail that leads toward the first Flimflam, then quickly jump again when you touch the ground. This causes Wario to leap up and bounce off of the low-hanging wall beneath the overhead vines. Hitting this wall is critical—if you enter the tunnel toward the first Flimflam, you've gone too far!



Now jump back across the Guytraps, which will both be closed. This gives you the extra height you need to reach the tallest Guytrap to the right.



Jump from the tall Guytrap the moment you touch it to make Wario leap up and bounce off the right wall. This causes Wario to turn around and land on the Guytrap again, which has since closed. Quickly leap from the closed Guytrap the moment Wario lands to bound up onto the left platform.

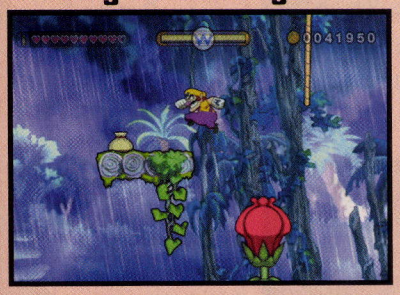
Wario bursts into flames upon striking the bonfire block up here. Touch the block to break it, then claim your hard-earned prize from the treasure chest in the nook beyond!

Emerald Melon

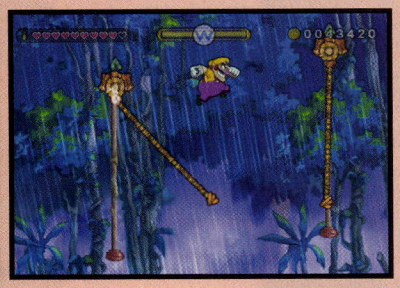
Now *that's* one crazy Flimflam dash! I don't even want to say how long it took me to figure this one out... Let's just say that it had me stumped for quite a while. Eventually, I clued in to the fact that I had to leap off the Guytraps *after they had closed*. (Durk!) Pat yourself on the back if you manage to clear this tough trial—it's easily the most challenging Flimflam run in the game!

Area 6

Climbing for Coin Bags

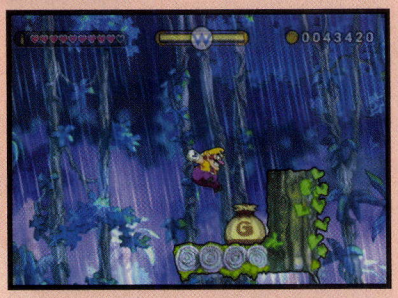


Hop up the first two Guytraps in this area, making for a coin bag that sits on a little platform. Bring the bag somewhere suitable before shaking it out.

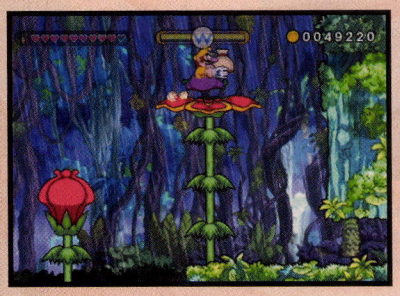


Return to the coin bag platform and leap right to grasp a dangling rope. Swing across a series of pulley ropes to the right, jumping quickly off each one before they plummet.

The pulley ropes lead Wario to a high ledge with a big coin bag. Carry the bag off to the right before shaking out its contents and venturing onward.



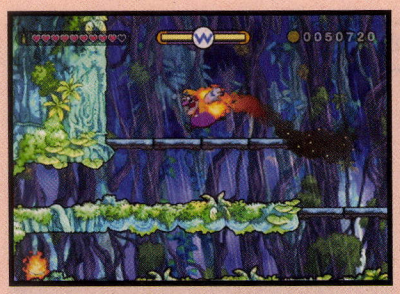
Area 7



Hop up this area's pair of Venus Guytraps, swiping a coin bag from the taller of the two plants before it snaps shut. Shake out the cash in the narrow passage that follows.

Return of Flimflam

Wipe out goons and bash through stone blocks on the area's right side to clear the place out and discover a fiery Flimflam. Touch the little sizzler to set Wario running to the right with his booty aflame.



Jump to make Wario bounce off the high wall to the right, then leap up onto the left trail. Hop again to land on a higher path and bounce off the left wall.

Leap the gap to the right to reach a high bonfire block. Bounce off the block to engulf Wario, then touch it to break through. Jump and shimmy into the warp pipe beyond.

Burning for Loot

The warp pipe leads to a small clearing with a pond in the middle. Hop across the pond's floating logs to locate a Flimflam generator. (Good thing it's raining—these things are everywhere!) Stand to the left and touch one of the Flimflams to make Wario bolt into the nearby bonfire block.

Wario bounces off the bonfire block and then streaks back toward the pond. Leap along the logs to cross without getting wet, bouncing off the warp pipe you entered through and then hopping back across the logs.

Wario becomes fully engulfed when he smacks into the bonfire block for the second time. Break the block to claim a giant diamond from the nook beyond—and notice that the ground still glitters afterward. You know what that means! Hammer the ground with an Earthshake Punch to acquire a new secret map that unlocks Jiggle Jungle's final secret stage: Prism Prison!

Missions

Treasure

Blazing a Trail

With your diamond and secret map all tucked away, return through the warp pipe and touch Area 7's Flimflam again to set Wario ablaze once more. This time, let Wario run all the way to the right, bouncing him off a short wall. Jump the moment Wario lands to make him leap up and bounce off a higher wall to the left. Wario then rushes back toward the short wall; quickly jump to send him speeding into the next area with his back covered in flames!

Area 8

Leap before you tumble into Area 8's rushing river, hopping across the speeding logs to get across. Keep jumping until you reach a ledge with a bonfire block.

Assuming you lit Wario and bounced twice in the previous area (as directed), Wario erupts into a fiery mass when he hits Area 8's bonfire block. How convenient! Break through and claim the stage's final treasure from the chest beyond.

Muscleman Suit

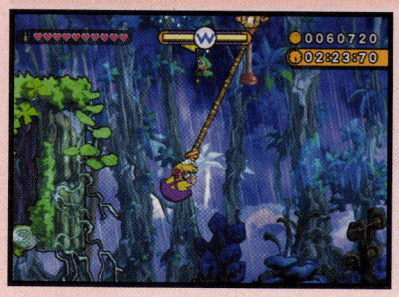
With your prize pocketed, leap left to grab a rope, then swing to the pulley rope that follows. Quickly jump from the pulley rope before it drops to reach a high ledge with a big coin bag. This bag's cash should easily propel your score to well over 63K!

Collect 63,000 coins

Merfle Cage

That's all the loot you can shake from this area. Return across the ropes, swinging onto the area's central ledge, which houses the Merfle cage. Hit the checkpoint and shake the cage to begin your escape.

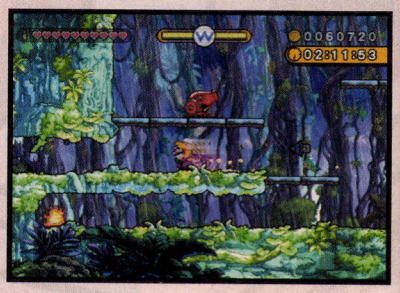
Escape Run



For this escape run, all you need is speed. Leap out and grab the pulley rope to the right, holding ✚ to make Wario slide to the end of the rope as it drops under his weight. Don't worry about sliding off the rope; you must hold ✚ for quite a while before that happens!

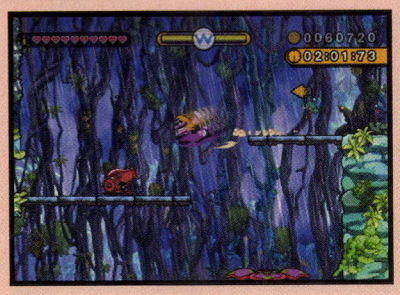
With Wario at the rope's end, swing right and leap over to a recessed ledge that sports a dasherator. Climb inside to get a move on.

Allow Wario to sprint along the water below, smashing through any logs that get in his way. Duck to slide through the narrow space halfway through, then leap onto dry land and race back into Area 7.

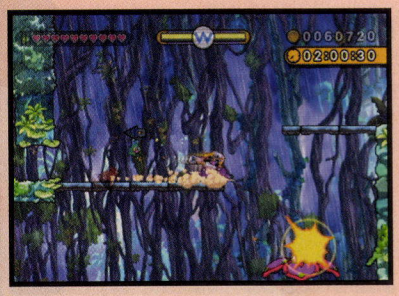


Jump up to the higher trail as you streak through Area 7, avoiding the Flimflam nook. Jump again as you exit the area to soar over a Guytrap.

Leap the first Guytrap as you bolt back through Area 6, then simply sprint into the next area.

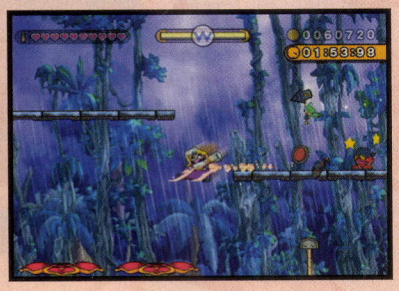


Things start getting tricky once you hit Area 5. Dash straight off the entry ledge, plowing over a Boomdinero. Change direction the moment you hit the Boomdinero to start Wario racing to the right.

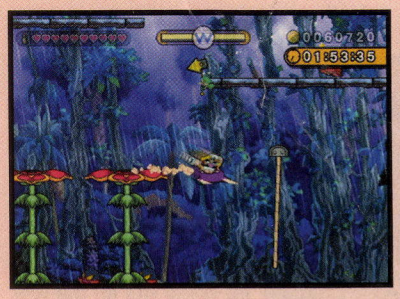


The Boomdinero ends up landing on the Guytrap below, which quickly gobbles up the goon. Press ✚ to make Wario start changing direction *as he approaches the Guytrap*, sliding off the ledge and turning left as he plummets through midair.

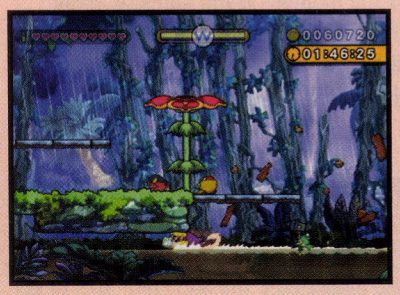
Wario lands on the pathway below, already racing in the proper direction. Jump the short wall ahead and crash through the iron block beyond as you speed into the next area.



Getting through Area 4 is no picnic, either. Drop from the entry ledge to ram through another Boomdinero, then immediately hit ✚ after dispatching the baddie to make Wario change direction *as he falls* from the Boomdinero ledge.



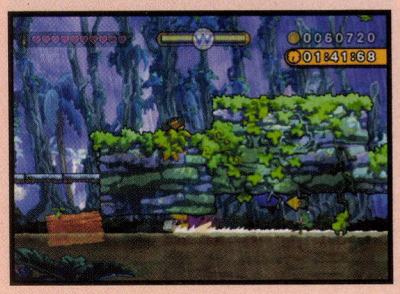
Immediately hit ✚ when Wario's feet touch the Guytrap below to make Wario begin changing directions *as he races off the Guytrap*. This causes Wario to start running left when he splashes down in the water below; quickly hop onto dry land and then streak straight into Area 3.



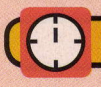
Allow Wario to drop into Area 3's watery rapids, falling into a slide to slip through a narrow stretch as you rush along the river.

TIP

Wario starts moving incredibly fast while dashing along the rapids. Keep your eyes locked on the left side of your screen to increase your reaction time!



Wario soon emerges back in the first area. Duck once more to slip through another narrow stretch, then leap onto dry land and race into the starting gate with seconds still to spare. Sweet run!



Finish before the clock hits 1:30:00

Keeping Wario Dry

Nabbing this stage's very first treasure forces Wario to take a dip, so a second playthrough is needed if you want to avoid falling into the water. Leap carefully along the logs when crossing each stretch of river, and avoid all risky ventures, such as igniting Wario with Flimflams. Also try not to take any damage on this run, and feel free to use Area 8's dasherator to hasten your escape—bolting across water at dasherator speeds doesn't count as falling in!

Beat the stage without falling into the water

Beat the stage without taking damage

Missions

Treasure

Prism Prison

Stage Overview

Prism Prison is the last of three secret stages you can unlock at Jiggle Jungle. The secret map that unlocks Prism Prison is hidden within one of Jiggle Jungle's other secret stages, Riverbloat Rapids. Beat the game, find the secret map within Soggybog River to unlock Riverbloat Rapids, then find the secret map within Riverbloat Rapids to unlock Prism Prison!

Missions

- Finish before the clock hits 2:00:00
- Beat the stage without taking damage
- Collect 72,000 coins
- Don't break any rocket buckets
- Defeat the golden enemy
- Beat the stage without using the checkpoint

Treasure

Air Guitar
Flying Floor Pillow
Electric Ukulele

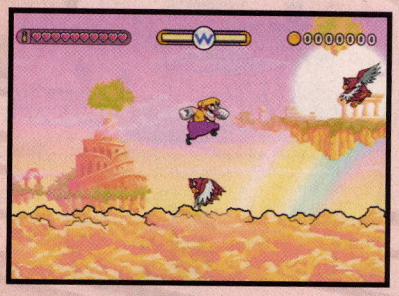
Secret Map

The secret map that unlocks Prism Prison is found in Area 7 of Riverbloat Rapids (which is another secret stage in Jiggle Jungle). Travel through that area's warp pipe to discover a diamond, then perform an Earthshake Punch at the sparkly soil where the diamond was found. Nab the map that appears and then finish the stage to unlock Prism Prison!

Area 1

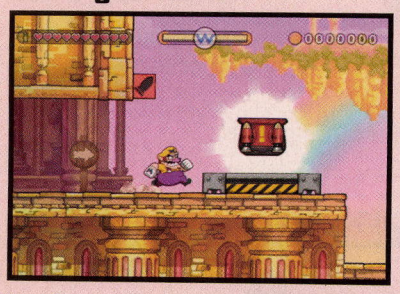
Goons on Guard

Wario begins on a cloudy trail, but he's not alone up here: A pair of Turkeyjerks also flutter about, ready to strike! Dodge these baddies' attacks and dispatch them before carefully leaping along the conveyer belts ahead.

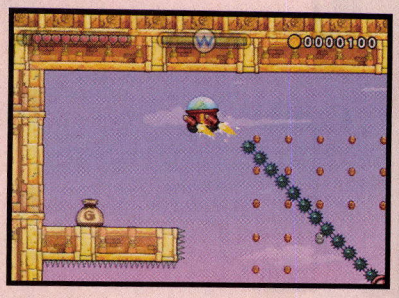


Area 2

Soaring for Coins



All right: rocket buckets! Hit the overhead switch to summon a ship, then climb inside.



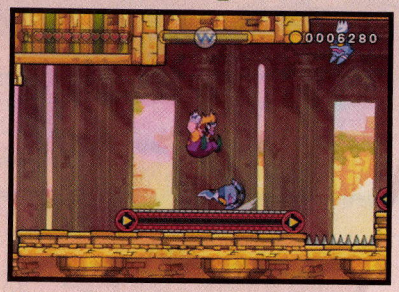
Tap ② to boost skyward, carefully maneuvering around the spinning spike poles on your way to a high ledge with a big coin bag. Shake out your cash and then jet over to the far-right launch pad. Set your bucket down and make for the next area on foot.

TIP

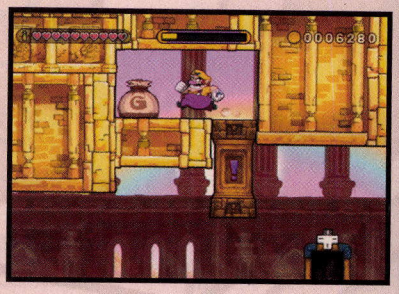
Don't put your rocket bucket at risk by going after the low-value coins that surround this area's spike poles. There's lots more loot!

Area 3

Pitchfork Passage

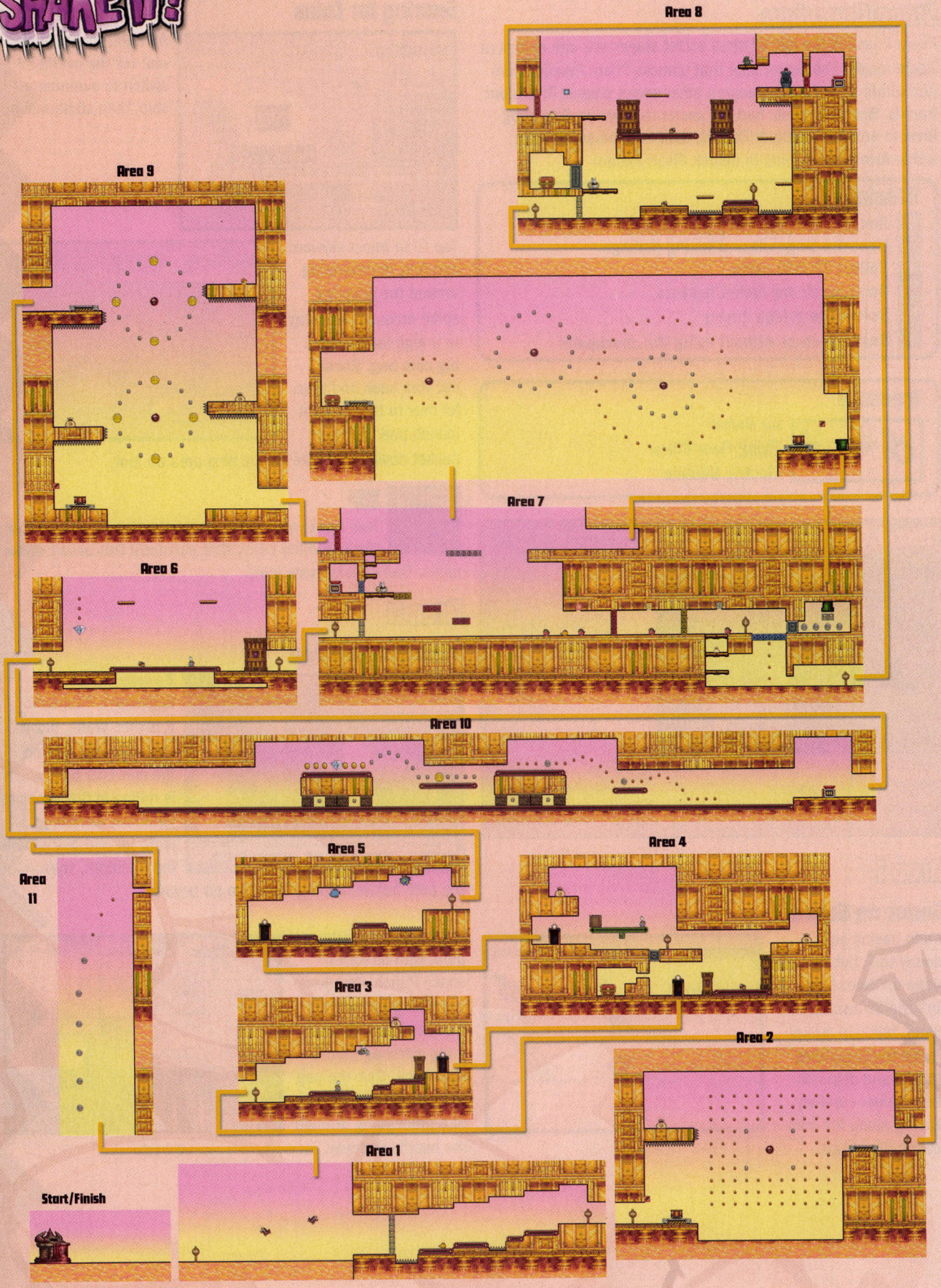


Beware this area's aggressive Pitchfork: It rushes Wario, but it can't run very fast on the conveyer belt, which is rolling in the opposite direction. Carefully jump up and butt stomp the Pitchfork, squashing the pest before leaping the spike pit beyond.



Raise the far up/down pillar with an Earthshake Punch, then jump onto the pillar and lift it once more to snatch a big coin bag from a high nook. Give the bag a thorough shaking before proceeding through the nearby doorway.

WARIO LAND SHAKE IT!

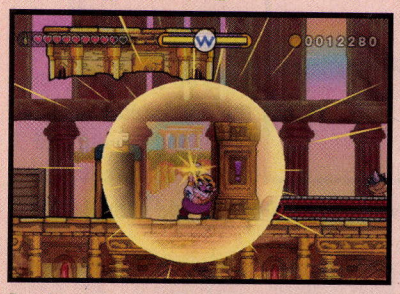


Missions

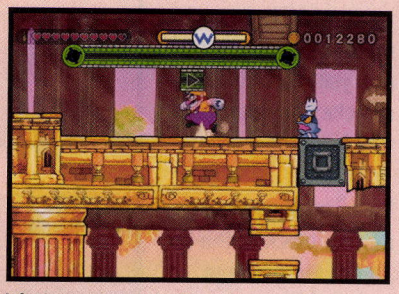
Treasure

Area 4

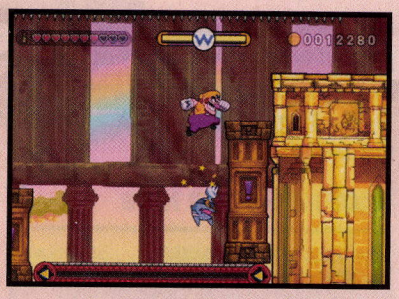
Coin Bags on High



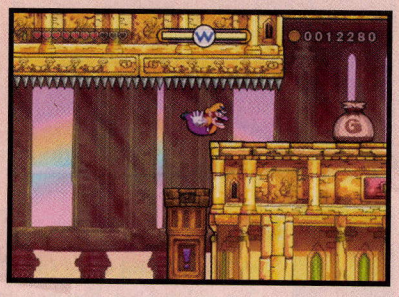
Stand next to the up/down pillar here and hammer the ground with an Earthshake Punch to raise it. This also stuns the Bumbleprod on the nearby conveyer belt, sending the pest toward you. Don't worry; the Bumbleprod gets squashed by the up/down pillar when it falls back down!



Ride the up/down pillar to reach a higher trail. Hit an overhead switch to start a green conveyer belt rolling, causing a Pitchfork to fall. Quickly hit the switch again before the conveyer belt drops a wooden box onto the Pitchfork—you need this little goon!



Stun the Pitchfork and carry it down to the conveyer belt below. Toss the Pitchfork into the tall up/down pillar to the right, then bounce off the goon's back to land atop the pillar.

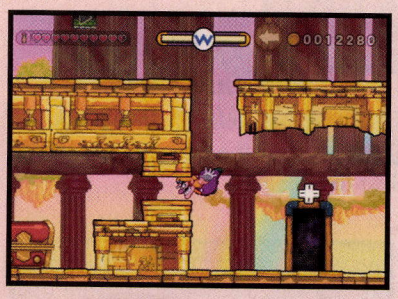


Beware: Sharp spikes line the ceiling! Avoid being poked by ducking and belly-hopping into the nook to the right, where you discover a big coin bag. You can also use an Earthshake Punch to raise the pillar like an elevator.

Return to the upper passage and jump onto the green conveyer belt. Hop onto the wooden box next, then leap left to locate another big coin bag on a high ledge!

Treasure Down Low

Now use the conveyer belt's control switch to shift the wooden box all the way over to the right. Jump onto the box again, and from this height, perform a super butt stomp to smash through the iron block below.

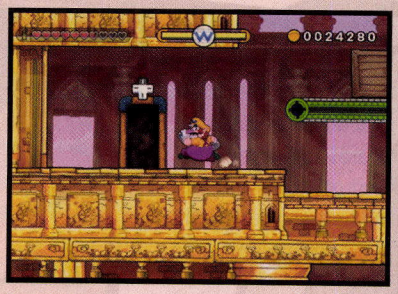


Use the up/down pillar to return to the upper trail once more and hold ✚ to crawl toward the hole you've just made. Continue holding ✚ as Wario falls, steering him into the narrow passage below. Crawl forward and claim your first goody from the chest beyond!

Air Guitar

NOTE

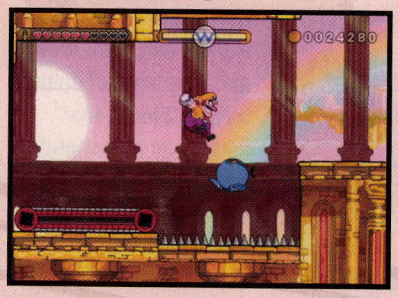
You can also drop the wooden box through the hole and belly-hop into the chest nook. Works either way!



That's all the loot this area has to offer. Not a bad haul! Head through the higher trail's doorway to reach the next area.

Area 5

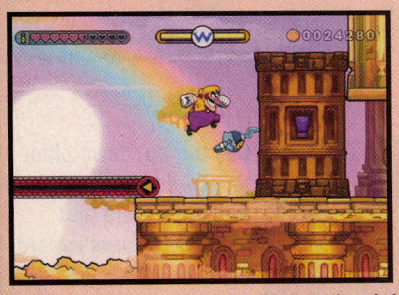
Bandinero Way



Keep your footing as you loiter on this area's conveyer belts, waiting for each floating Bandinero to dip low before leaping forward and bouncing across. Careful: The second floating Bandinero gives off electric sparks. Look before you leap!

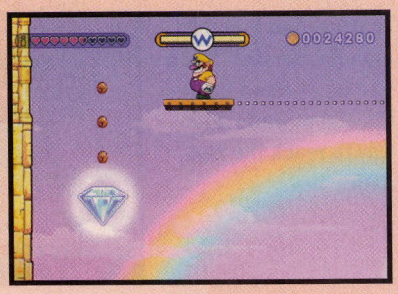
Area 6

Diamond Climb



Unleash an Earthshake Punch to stun the Bumbleprod and Pitchfork that run along this area's central conveyer belt. Butt stomp the dazed Bumbleprod to defeat it, then pluck up the Pitchfork and lodge it into the big up/down pillar to the right.

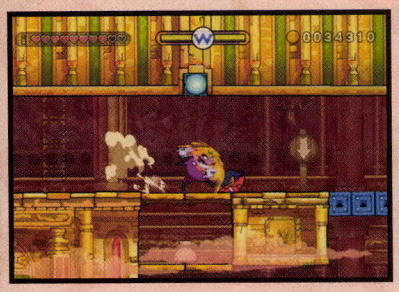
Leap from the stuck Pitchfork to reach the pillar's top, then let loose another Earthshake Punch to hitch a ride skyward. Notice a moving platform track in the sky and leap to the first platform when it slides close.



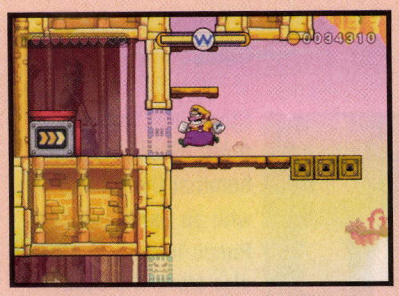
Cross the moving platforms to discover a high trail of coins that leads to a floating diamond. Score! Jump from the final platform and nab the loot as you fall, then make for the next area.

Area 7

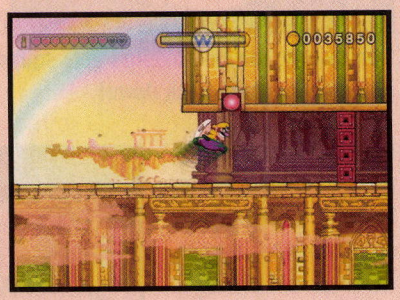
Colored Block Shuffle



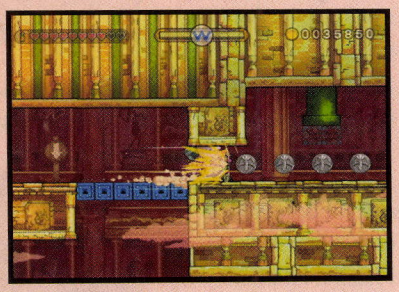
Defeat enemies as you explore this wide area, and take note of some colored blocks that lead up to a dasherator. Some blue blocks are keeping you from using the dasherator; venture down the area's far-right passage, jumping to hit the overhead red and yellow switches on your way to a far blue switch.



Hit the blue switch to turn it off and then backtrack through the passage, turning the red and yellow switches back on as you go. With the area's blue blocks gone, and the red and yellow blocks still present, you're now able to access the dasherator and climb inside.



Dash straight down the red and yellow blocks, streaking into the switch passage once more. Leap as you motor along, hitting the red, yellow, and blue switches to clear the way forward.



Wario crashes through an iron block at the far end of the passage, claiming a row of big silver coins before hitting the wall. Dust yourself off and then leap up into the warp pipe poking out from the ceiling.

Another Rocket Ride

The warp pipe leads to an open expanse high above the clouds. Summon a rocket bucket and begin boosting leftward, keeping close to the cloudy ceiling to avoid the spinning spike poles.

TIP

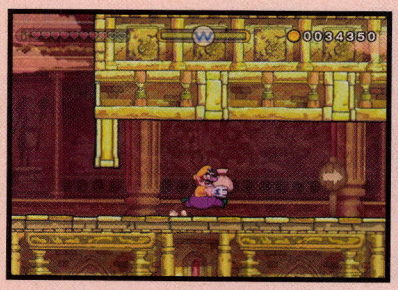
Don't risk going after the coins that surround the spike poles here. You can reach 72K without them!

Steer your ship over to the far ledge, where you discover a lonesome treasure chest. Set your rocket bucket down and raid the chest, then drop from the ledge on foot.

Flying Floor Pillow

Missions

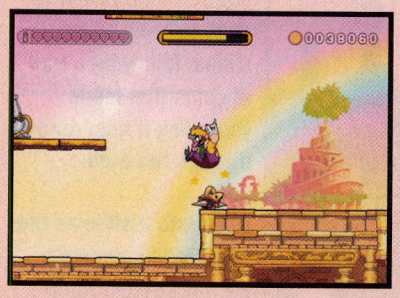
Treasure



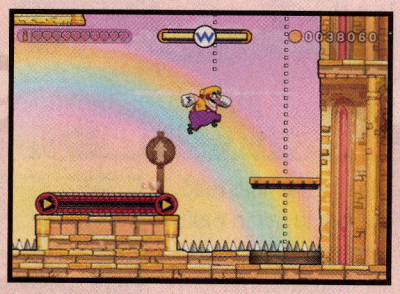
Wario plummets back to solid ground, landing near the previous switch passage. Shut off the blue switch again to open a hole in the floor, then drop through. Hop up the tiny platforms to the right afterward to claim a coin bag, shaking out your loot on your way to the next area.

Area 8

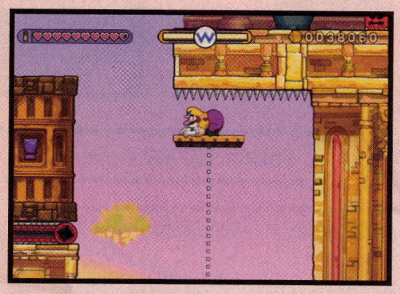
Hazard Trail



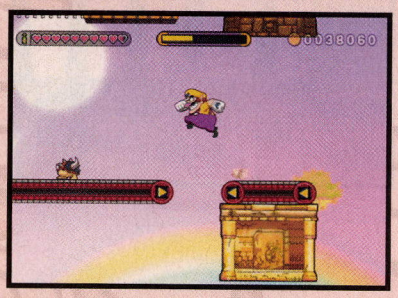
This area's filled with conveyer belts, Bumbleprods, and prickly spikes—not too hospitable! Do your best to avoid being poked as you make for the far pair of elevator platforms.



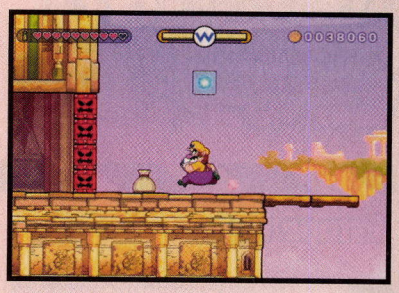
Beware: The lower elevator platform dips all the way down into the spike pit below, which can make for a painful ride. Jump onto the platform while it's rising up from the spikes, then quickly leap over to the next platform above.



The second lift takes you even higher—all the way up to a row of dangerous spikes! Duck when you near the spikes to avoid being jabbed.



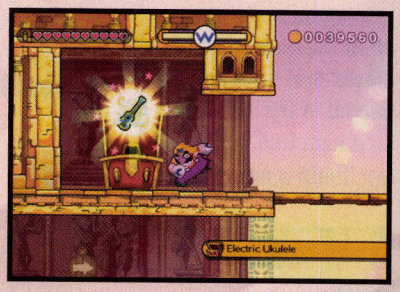
When a chance permits, unleash an Earthshake Punch to raise the large up/down pillar ahead, then jump across the next pair of conveyer belts beyond. Use another Earthshake Punch to stun the second belt's jogging Bumbleprod, elevating the next up/down pillar in the process.



Leap to the far left ledge and shake out the coin bag you discover there. Don't hit the overhead checkpoint just yet, though; leap to the top of the up/down pillar you just passed instead and cross the moving platform that follows.

Hostile Bomb Dispenser

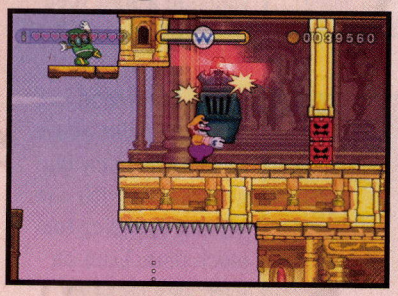
A Peek-a-boom awaits Wario on the high ledge ahead. These crafty foes love nothing more than tossing bombs at their prey, aiming to blow their quarry to bits. Catch one of this Peek-a-boom's bombs and then quickly shake the bomb to stop its timer.



Carry your defused bomb back across the pillars, then drop to a lower ledge that sports a big iron block. Stand back a bit and hurl the bomb into the block, blasting it apart and gaining access to the stage's final treasure chest!

Electric Ukulele

Merfle Cage



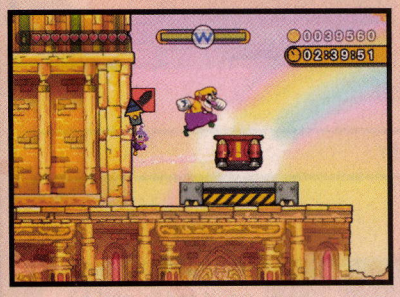
Return to the checkpoint ledge and hit the block to save your progress. Then cross the up/down pillars to the right, making for a far ledge that sports the stage's Merfle cage. You know the drill!

WARIO LAND SHAKE IT!

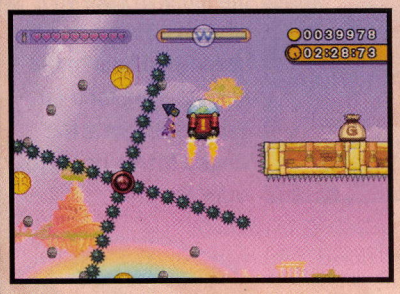
Escape Run

Coin collection is the focus of this exit sprint, but a little speed out of the gate won't hurt. Climb into the dash-erator near the Merfle cage and rocket out, streaking across the first up/down pillar and then leaping onto the second. Rush through the opening that's appeared in the far wall to zip back into Area 7.

Make two jumps as you bolt through Area 7, leaping onto and then off of the blue shake blocks that have appeared in the sky. Land on a high trail and follow it into a new area.



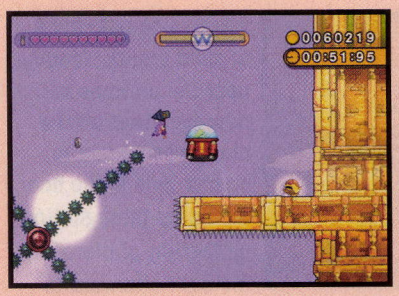
Streak along the clouds in the next area (Area 9 on the map), then leap the far short wall to land near a rocket bucket launch pad. Hit the nearby switch to summon a ship, then climb inside and lift off.



Follow the rotation of the spike poles above, nabbing as many big gold coins as you can without spending too much time. Land on each side ledge to shake additional coinage from big coin bags.

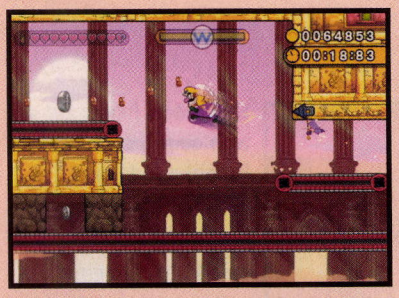
NOTE

You can stop hunting for coins in Area 9 once you break 60K—there's enough to come to send your score over the mission goal.

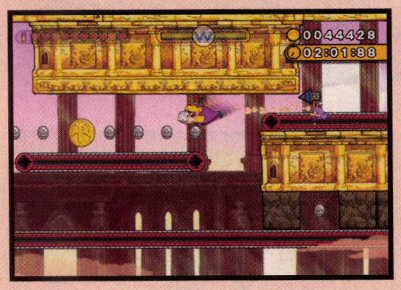


Don't miss the golden foe on the highest ledge. It's just a little Bandinero, so land and shake the goon for coins if you like before dispatching it.

Defeat the golden enemy

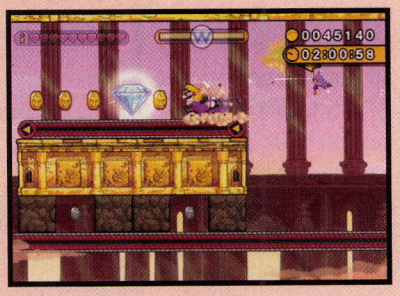


The next area (Area 10) sports another dash-erator. Climb inside to start cruising at top speed, following a trail of coins that leads you along a high road through the area.

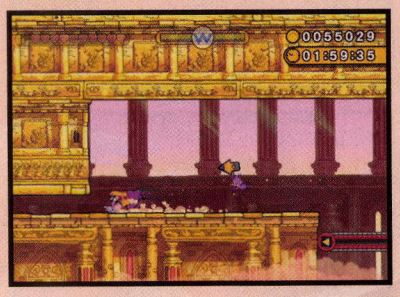


Duck into a slide as the coin trail leads into a narrow stretch. Jump after you pop out and continue following the coin trail.

Keep to the high road, chasing the coin trail until you nab a gleaming diamond. You should have well over 72K by now!

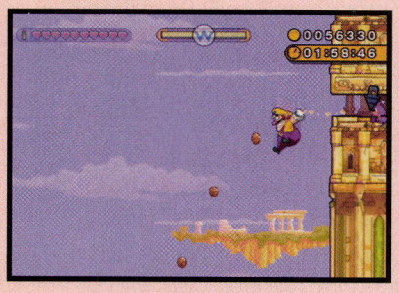


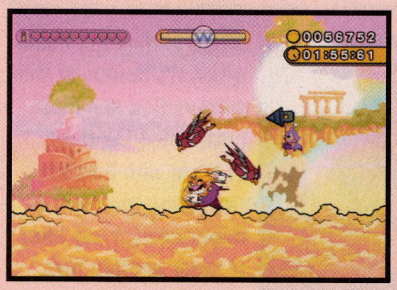
Collect 72,000 coins



Drop after snatching the diamond and leap the tiny lip ahead. Fall into a slide afterward to slip through the narrow passage that follows, speeding into the next area.

Let go of ✚ and Wario will resume dashing as he streaks into the next area (Area 11), which is just a brief plummet through the sky. Keep your momentum up in this fashion to make Wario swipe a few extra coins as he falls.



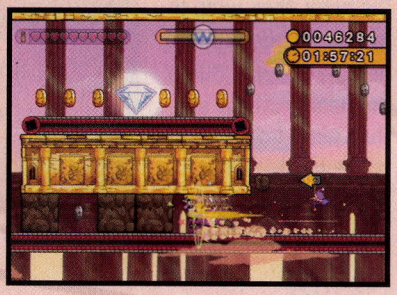


Careful: If you didn't release ✚ as you slid into Area 11, Wario won't be dashing when he finally lands on the first area's cloudy trail. Instead, he'll be cornered between those two troublesome Turkeyjerks! Run left the moment the Turkeyjerks begin their duo-dive, slipping between the two and then streaking back into the starting gate.

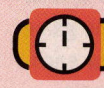
Clearing the Time Trial

Collecting all those coins ate up a lot of time during your escape run, so make a second pass through the level if you want to beat the time challenge. Take the dasherator from the Merfle cage to zip into Area 9 as you did before—but this time, boost your rocket bucket straight up, weaving past the revolving spike poles as quickly as possible.

You're doing great if you've got about 2:20:00 left on the clock when you reach Area 10. Simplify your dash through here by keeping to the low road, zipping along the bottom conveyer belt as you streak for the next area.



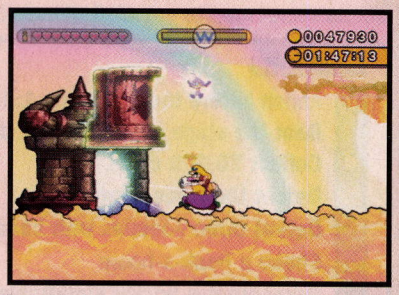
Slide into Area 11 as you did before, releasing ✚ to dash out of the narrow opening and claim some additional coinage as you fall. Dash straight into the starting gate afterward to record an exceptional finishing time!



Finish before the clock hits 2:00:00

The Other Missions

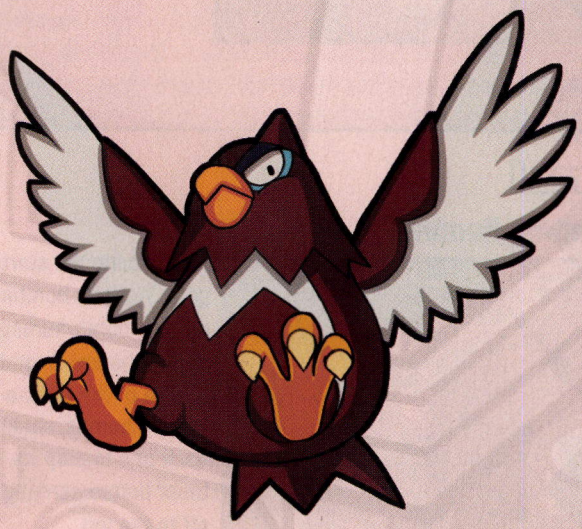
Make a third sprint through the stage to avoid using the checkpoint. There's no need to worry about collecting coins or moving fast on this run, so just take it nice and slow, doing your best not to break any rocket buckets or suffer any damage this time around.



Beat the stage without taking damage

Don't break any rocket buckets

Beat the stage without using the checkpoint



Bamboozle Village

Stage Overview

Bamboozle Village is one of three secret stages you can unlock at Quiver Cliffs. Defeat the mighty Shake King to beat the game and learn that certain levels hold secret maps. Then view each stage at the world map to see that Slipshod Slopes hides a secret map for you to discover! Revisit Slipshod Slopes and collect its secret map to unlock Bamboozle Village.

Missions

- Finish before the clock hits 1:30:00
- Beat the stage without taking damage
- Collect 70,000 coins
- Defeat the golden enemy
- Defeat three enemies with bombs
- Shake a Peek-a-boom
- Detonate five bombs simultaneously

Treasure

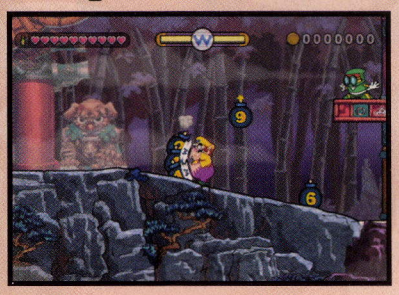
Nice Cup of Green Tea
Tiger-Eye
Collapsible Telescope

Secret Map

The secret map that unlocks Bamboozle Village is found in Area 4 of Slipshod Slopes. Swim to that area's secret diamond nook and look for a patch of shimmering light. Perform an Earthshake Punch there and nab the map that appears, then finish the stage to unlock Bamboozle Village!

Area 1

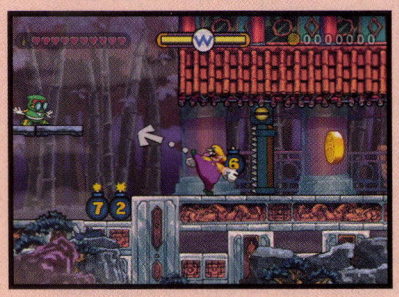
Getting Bombed



Just outside the starting gate, Wario is bombarded by a bomb-hurling Peek-a-boom! Snatch up five of the Peek-a-boom's bombs, shaking each one to stop its timer before carrying it off to the left.

Set five bombs down next to each other, then hammer the ground with an Earthshake Punch to set them all off at once, completing a mission!

Detonate five bombs simultaneously

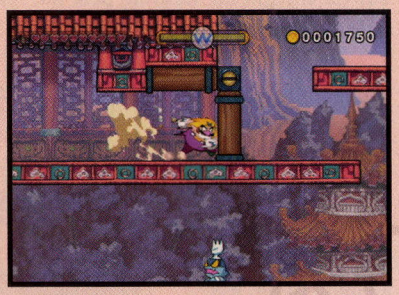


Begin hurling the Peek-a-boom's bombs at the surrounding enemies next, defeating three of them with bombs (including the Peek-a-boom itself, if you like) to clear another fast challenge.

Defeat three enemies with bombs

Bagging Some Coins

Dodge or defeat any lingering goons as you navigate the winding passage that follows. Dash through a revolving door near the top of the passage and shake coins from the small bag in the nook beyond.

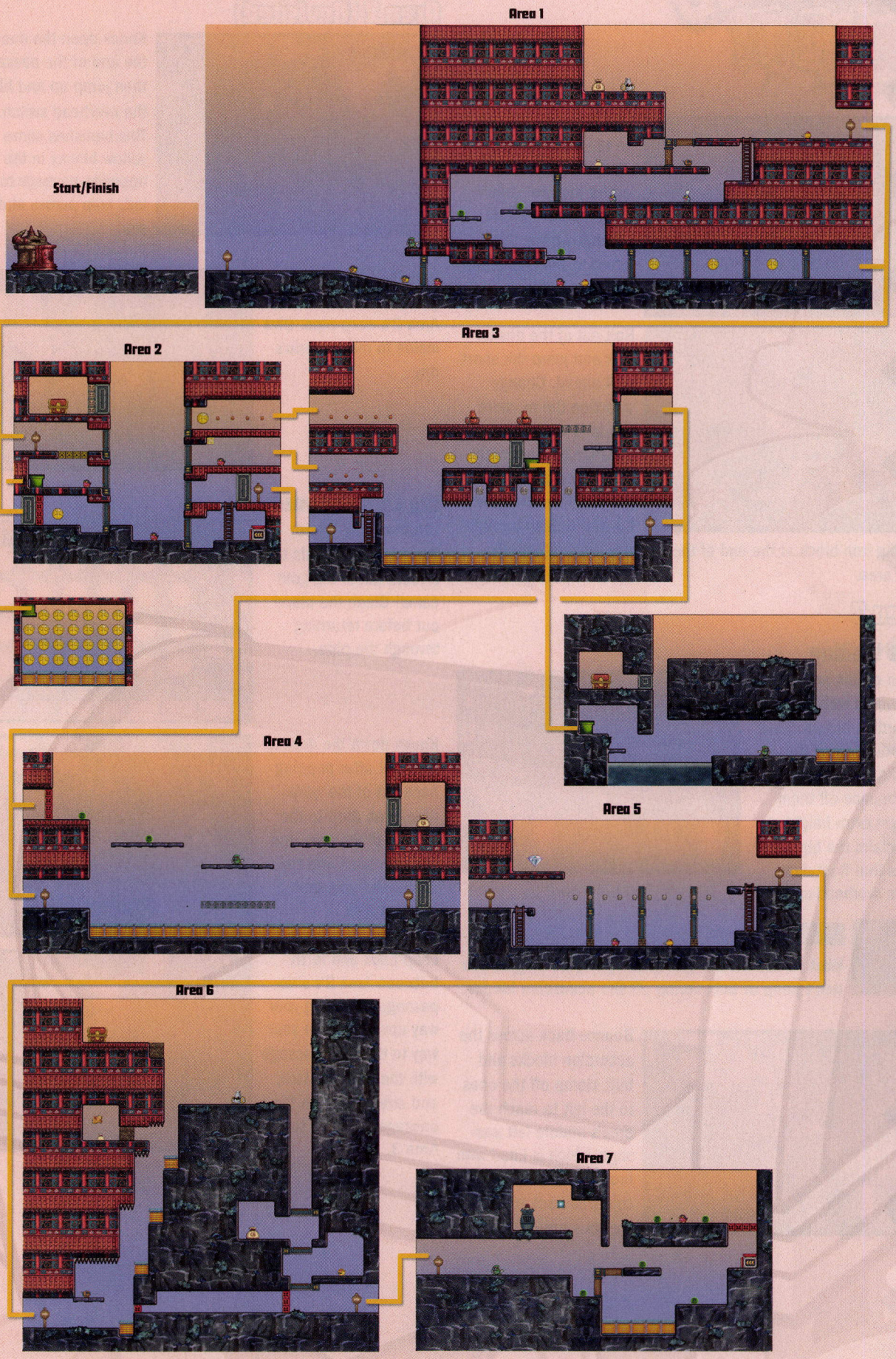


Dash back into the revolving door to escape the nook, then jump to knock the door upward into an L shape. Climb the nearby ladder and then jump from the top of the revolving door to reach a hidden ledge with a big coin bag! Shake out your loot before continuing.

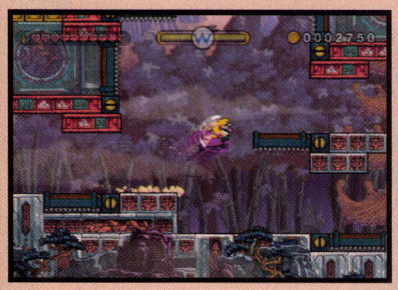
Area 2

Quick Visit

Dash through another door as you enter this area, then drop all the way to the ground. Knock open the door on the left to claim a big gold coin, then open the door on the right to locate a dasherator.


Area 1
Start/Finish
Area 2
Area 3
Area 4
Area 5
Area 6
Area 7

Ignore the dasherator for the moment and climb up the nearby ladder instead. Knock open the door in the passage above, then return to the dasherator and dive inside.

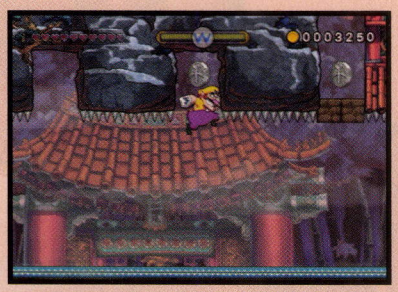


Bolt out of the dasherator and jump the short wall ahead. Change direction the moment you land in the sealed passage beyond, then leap up onto the door you just knocked down. Let Wario dash through the big iron block at the end of the passage, busting into the next area.

Area 3

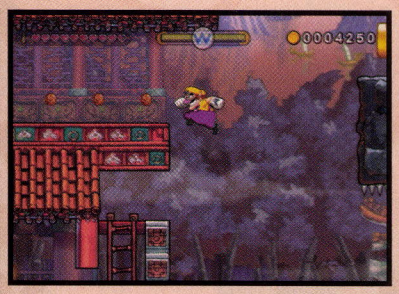
Just Visiting

Much of this area's floor is covered with bouncy accordion blocks. Start bounding along the blocks, holding ② as you bounce off them to gain extra height and claim the big silver coins that float near some overhead spikes.



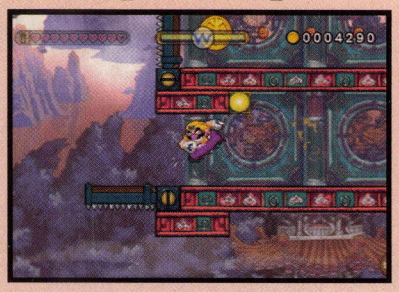
NOTE

Wario won't hit the overhead spikes as long as you don't jump or butt stomp off the accordion blocks.



Bounce back across the accordion blocks and butt stomp off the ones to the left to reach the area's middle-left passage, which is lined with bronze coins. Follow the coin trail back to the previous area.

Area 2 (Revisited)

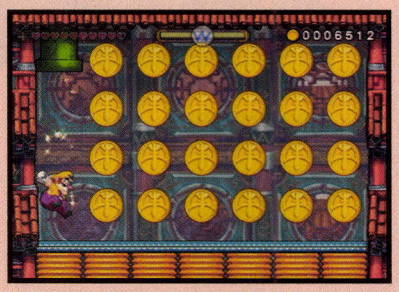


Knock open the door at the end of the passage, then jump up and hit the overhead switch. This banishes some yellow blocks in the opposite passage to the left; leap across and see.

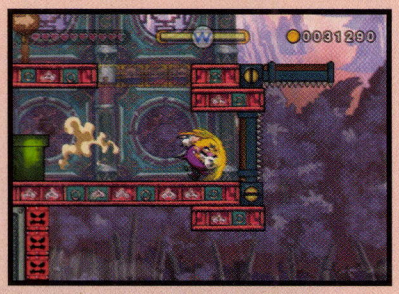
With the yellow blocks gone, Wario can access Area 2's warp pipe. Dive inside to make Wario's day.

Big Coin Bonanza

Start smiling, Wario: The warp pipe leads to a room full of big gold coins! Clean the place out before returning through the pipe.

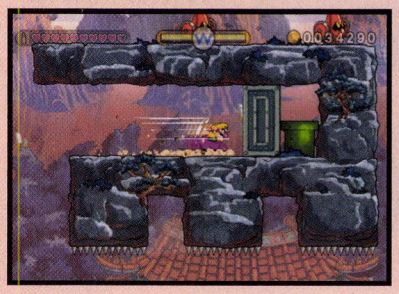


Knock down the door to the right after popping back out of the warp pipe, then drop to the bottom of the area and squeeze back into the dasherator you used a moment ago.



Leap back and forth between Area 2's side passages, dashing your way upward. Make your way to the right passage with the yellow switch, and streak through the passage to return to Area 3.

Area 3 (Revisited)



Jump to clear the gap that follows, landing on a stone ledge. Wario crashes through a big iron block, coming to a stop near another warp pipe! Dust yourself off and climb inside.

Bomb Dropper

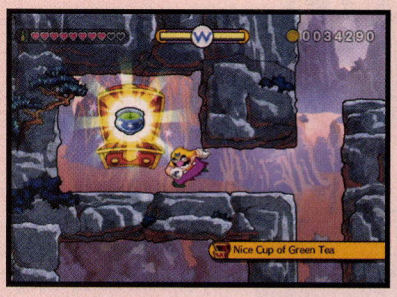
Area 3's warp pipe leads to a large cavern with a Peek-a-boom. This one's within easy reach, so when Peek-a-boom appears, slam the ground with an Earthshake Punch to stun it. Grab and shake the goon afterward to complete another mission!

Shake a Peek-a-boom

Set the Peek-a-boom down carefully after shaking it: You need the goon intact. Grab one of its bombs, then shake out the fuse. Butt stomp off the nearby accordion blocks to bring your bomb up to the top of the central ledge.

Bring the bomb to the edge of the ledge and spy an iron block that's stuck in the left wall. Set the bomb down and then unleash an Earthshake Punch to start the bomb's timer again.

Quickly pick up the ticking bomb and move to the very edge of the ledge. Press ✚ to drop the bomb toward the iron block below when its timer hits 2. The bomb blows as it falls past the iron block, blasting it to bits!



Now simply drop from the ledge, holding ✚ as you fall to ensure Wario lands inside the nook you've opened. Dash into the chest you discover here to claim your first worthy treasure!

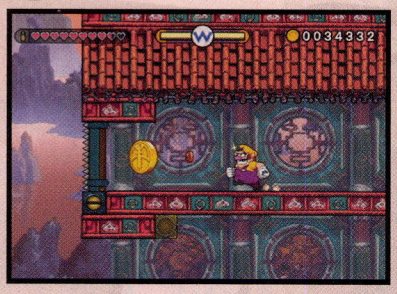
Nice Cup of Green Tea

TIP

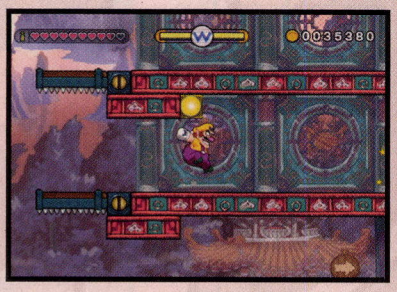
You may find it easier to stun the Peek-a-boom and carry it up onto the ledge, rather than bringing up one of its bombs.

Return through the warp pipe and perform a super butt stomp off the stone ledge. Wario bounds up high off the accordion blocks below; steer him into the area's highest passage on the left, claiming a short row of bronze coins as you huff it back to Area 2 again.

Area 2 (Third Visit)

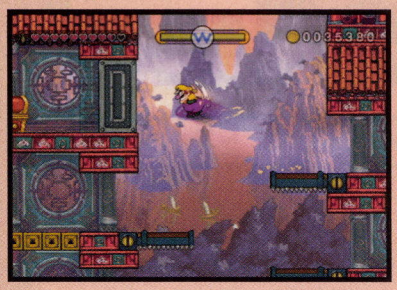


Claim the big gold coin from the end of this high passage, then knock down the door ahead. Drop from the end of the passage afterward, holding ✚ to land inside the next one below.



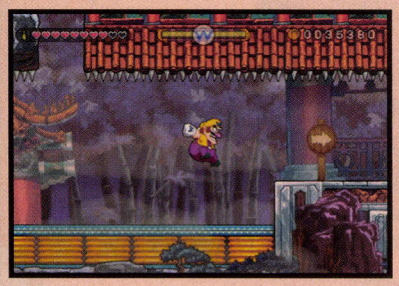
Jump up and hit this passage's overhead switch, turning it back on to restore the yellow blocks you banished before. Drop to the bottom of the area afterward and climb inside the dasherator.

Passage Dash



With all of this area's doors knocked open (as they should be by now) and the yellow blocks turned back on, you can finally dash all the way up to Area 2's highest passage. Crash through the big iron block in the left wall up there and raid the treasure chest beyond for another goody!

Tiger-Eye

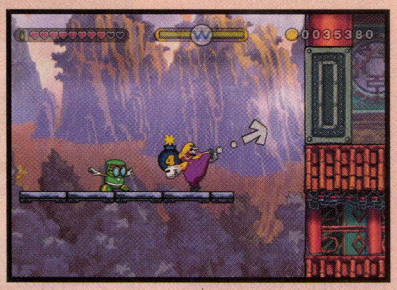


All righty, you're all done messing around in these two areas now. Bounce right along Area 3's accordion blocks, heading for the next area.

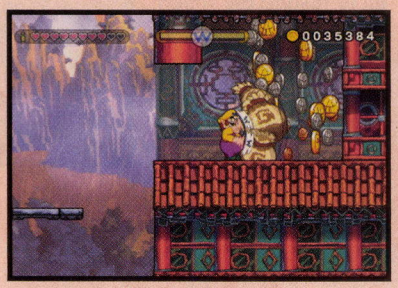
Area 4

Peek-a-boom Playground

This area's floor is lined with accordion blocks, just like Area 3's. Spring up onto the high right platform, and wait for a Peek-a-boom to appear. Swipe one of the baddie's bombs and then toss it into the big iron block in the right wall.



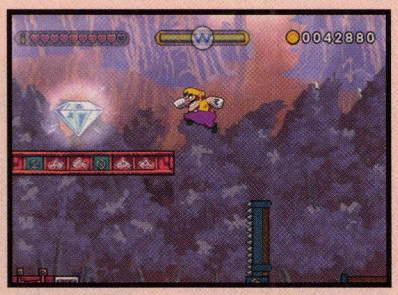
Leap into the nook the iron block was covering to discover a big coin bag. Nice! Take a moment to pocket some more coinage before leaping back out of the nook.



Obtain another Peek-a-boom's bomb, and this time, shake out its fuse and carry it down to the lower passage. Hurl the bomb into the big iron block that stands in your way so you can venture onward.

Area 5

Dash-jump into this area's central revolving doors, laying the right two flat but leaving the left one in a vertical position. Leap from the left door to snatch a diamond from a high ledge!

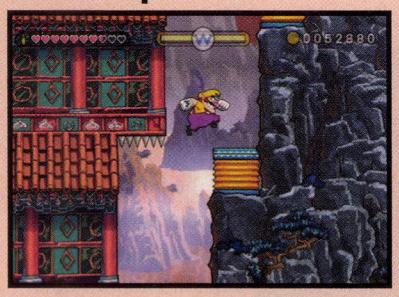


Escape Prep

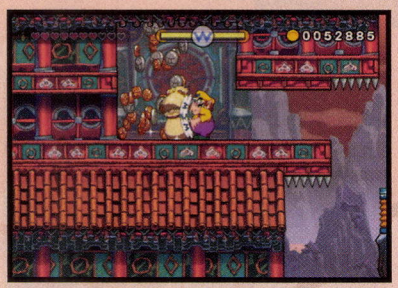
The diamond's the only big prize here, but before leaving the area, make sure that all three revolving doors are lying flat, with their spiky sides facing down. This creates a smooth runway that'll come in handy during your escape!

Area 6

Secret Map

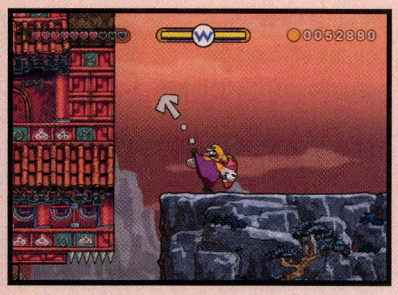


Careful when scaling this area's stepped accordion blocks: Overhead spikes will poke you if you don't hold ✚ to avoid them after each bounce!

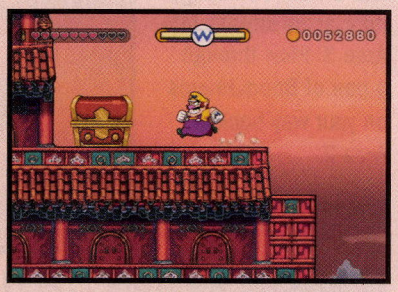


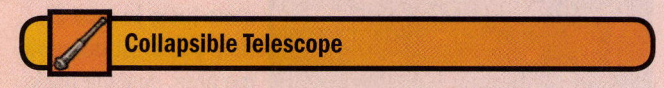
Bound high up off the third accordion block, holding ✚ this time to land in a left side nook. Dash through a stone block here to claim a coin bag, then pound the ground after shaking out your loot to expose the stage's secret map! This one opens up Freezing Fields, another secret stage at Quiver Cliffs!

Continue springing up the accordion blocks until you reach the top of the area. Stun the Boomdinero that lurks up here, then shake off its armor. Spy a stone block in the wall high above and toss the exposed goon to smash it apart.

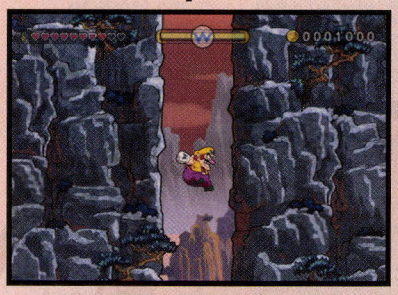


With the stone block out of the way, Wario can butt stomp off the area's highest accordion block to reach the nearby roof. Spring on up to discover the stage's third and final treasure chest!

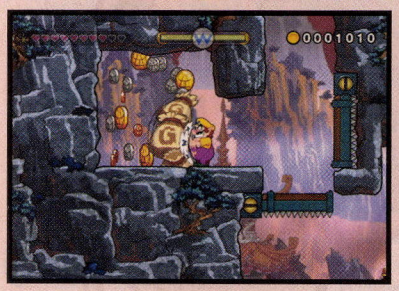



Collapsible Telescope

Golden Enemy

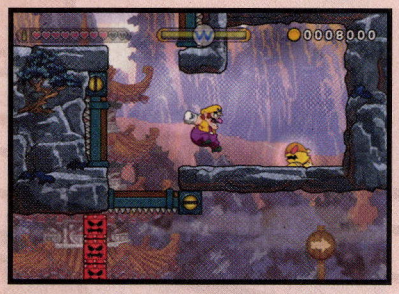


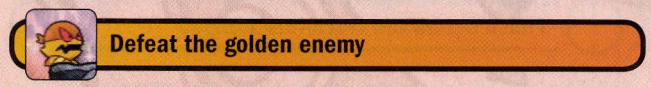
Tuck away your treasure and then drop down the long shaft to the right. Don't initiate a butt stomp as you fall into the shaft or you'll miss some really good stuff!



Wario's plummet comes to an end when he lands on a door. Butt stomp through the door to land on another one below, then raid the nearby nook to shake out a big coin bag.

Butt stomp through the second door to access another nook. This one sports the stage's golden enemy: a hapless Bandinero! Stun the little goon and shake it for coins, then finish it off to complete yet another mission.



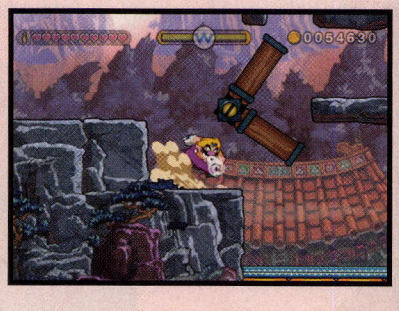

Defeat the golden enemy

Area 7

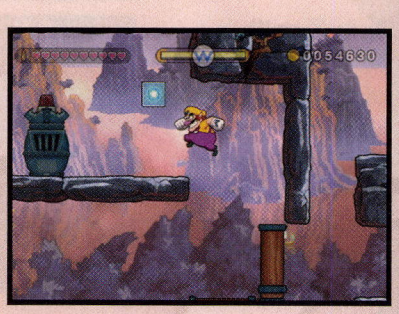
Merfle Cage

Dispatch the Peek-a-boom that materializes as you enter this area by stunning the villain with an Earthshake Punch and then finishing it off with a dash. Or score some style points by tossing a bomb back in the goon's face!

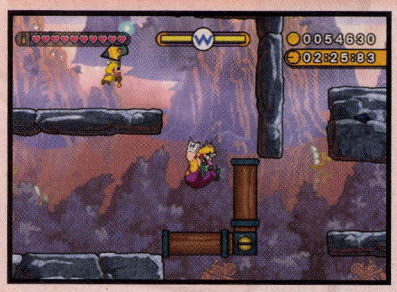
Dash into the broad side of the revolving door to the right next, knocking it upward into an L shape. Drop down and bounce across the lower accordion blocks next, springing up onto the central stone platform.



Ignore the sickly Bandinero on the overhead ledge and dash into the revolving door, spinning it into a backwards L. Now you can leap from the top of the door to reach the checkpoint block and Merfle cage on the high left ledge!



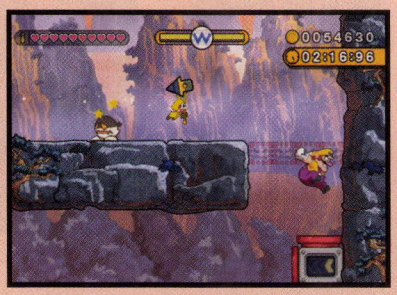
Escape Run



You should be very close to hitting the 70K mark by now (if you haven't already), so speed's the key during this great escape. Drop from the Merfle cage ledge and butt stomp through the revolving door below as you fall. Dash into the door to spin it once more, then quickly bounce across the accordion blocks below.

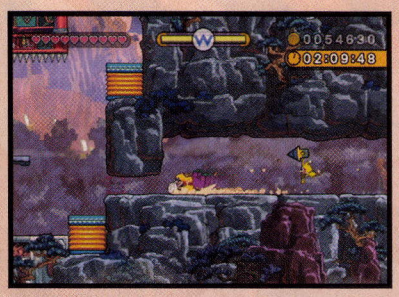
WARIO LAND SHAKE IT!

Bound up onto the central stone platform as you did before, then butt stomp the revolving door once again to knock it into a 7 shape. Curl into another butt stomp as you drop toward the accordion blocks below to bound way up onto a bigger stone ledge above.

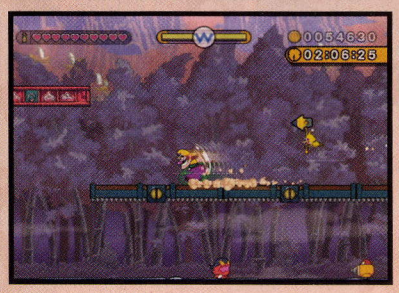


Jump past a dazed Bandinero as you make for a dasherator. Climb inside to launch onto the accordion blocks below.

Press ② as Wario bounces off the accordion blocks to make him rocket upward, slipping right between the stone ledge and revolving door. Wario lands on the trail above and motors into the next area.

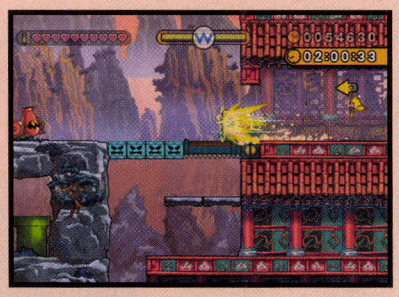


Slide through the next area's (Area 6) narrow stretch to maintain speed as you streak onward.



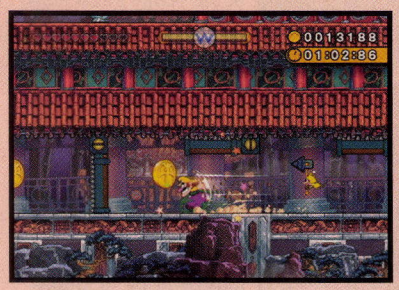
If you set up Area 5's revolving doors as instructed, Wario bolts right along them without incident. Just hop the far gap to reach the next area.

Press ② as Wario bounds off Area 4's accordion block flooring to soar up onto the platform above the blue shake blocks. Continue jumping upward until you reach a high trail leading into the next area.



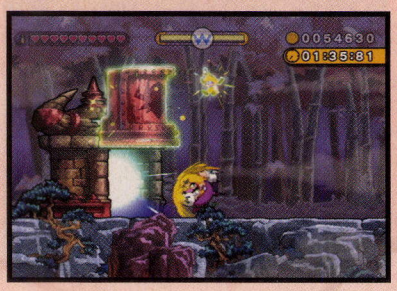
Wario crashes through a door as he streaks into Area 3. Plow through a pair of Boomdineros on your way back to Area 2.

Things become a bit more tricky in Area 2. Here you must descend the area, dashing back and forth as you drop from one ledge to the next. This eventually lands Wario in the bottom-left passage, sending him crashing through a big iron block as he bolts back into the first area.

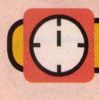


Wario barrels down a passage he couldn't access before, knocking open doors and claiming several more big gold coins. These final cash prizes should surely set your score above 70K!

Collect 70,000 coins



The starting gate is just ahead. Let Wario sprint straight inside, finishing with all of the stage's treasures, coins, and a record-breaking escape time!



Finish before the clock hits 1:30:00

Beat the stage without taking damage

Missions

Treasure

Boogie Mansion

Stage Overview

Boogie Mansion is the second of three secret stages you can unlock at Quiver Cliffs. Beat the game to learn that certain levels contain secret maps, then view each stage at the world map to see that Bad Manor has a secret map for you to track down! Revisit Bad Manor and collect its secret map to unlock Boogie Mansion.

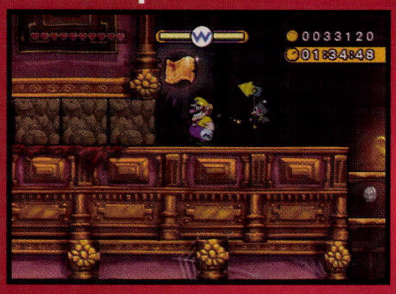
Missions

- Finish before the clock hits 1:30:00
- Beat the stage without taking damage
- Collect 83,000 coins
- Pound down all push buttons
- Beat the stage as Mini Wario
- Defeat the golden enemy
- Beat the stage without using the checkpoint

Treasure

Ghost Potion
Magic Lamp
Therapeutic Music Box

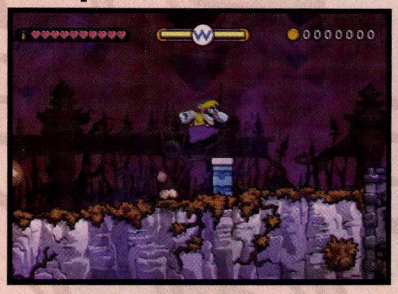
Secret Map



The secret map that unlocks Boogie Mansion is found in Area 12 of Bad Manor. Take the slower escape route from the Merfle cage—the one that doesn't transform you into Mini Wario—and look for a patch of shimmering light near the middle of the area. Perform an Earthshake Punch there and nab the map that appears, then finish the stage to unlock Boogie Mansion!

Area 1

Courtyard



Wario begins on a short path leading toward a creepy mansion. Jump up and butt stomp the push button you see along the path to make a pair of Bandineros pop up from the ground. You don't need these goons for anything, so have at them before climbing the nearby pole.

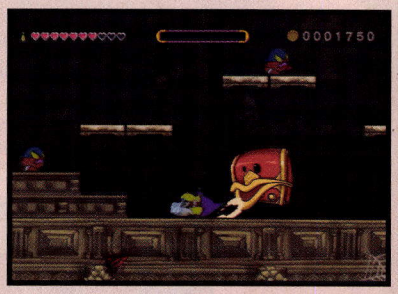
TIP

Pound down every push button you see in this stage to complete a mission!

Hop the Pitchfork that charges you in the passage above, then leap to the next pole and climb up. Jump to the left ledge to shake out a coin bag before leaping right and venturing into the mansion.

Area 2

Treacherous Treasure

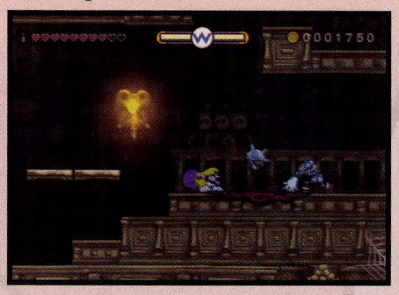


A big treasure chest sits right out in the open in this area, but beware: This is actually a Treasure Chomp! These creatures love to eat lost trinkets, along with anyone who tries to steal what's in their bellies. Move too close to this one and it'll gobble Wario up!

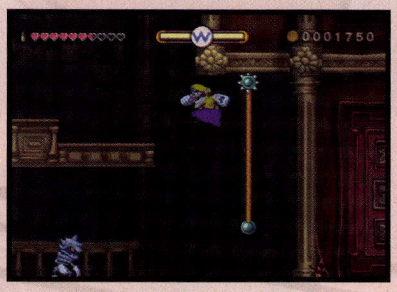
TIP

Shake the Wii Remote if a Treasure Chomp swallows you to break free before taking too much damage.

Prickly Poles



Ignore the treasure chest for the time being and head to the right. Duck when a nearby Recapitator tosses its head at you, then quickly stand up and dash into the headless fiend to dispatch it.

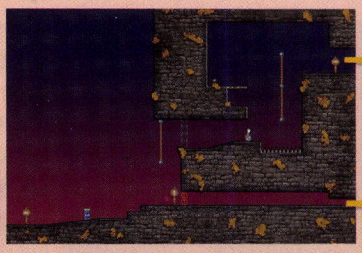


Leap over to the far pole next, but watch out: The tip of the pole is covered in spikes! Keep to the low end of the pole when it rises and jump to the left ledge when it's safe.

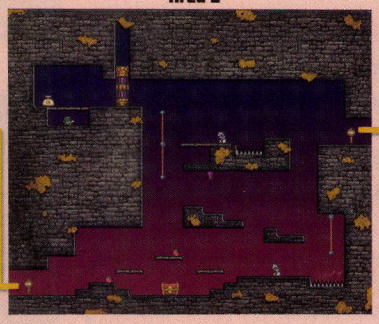
WARIO LAND™ SHAKE IT!

Start/Finish

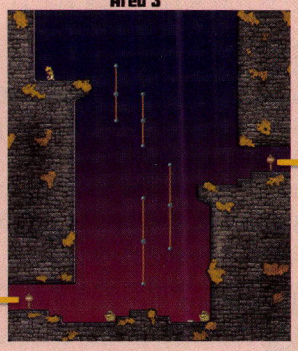
Area 1



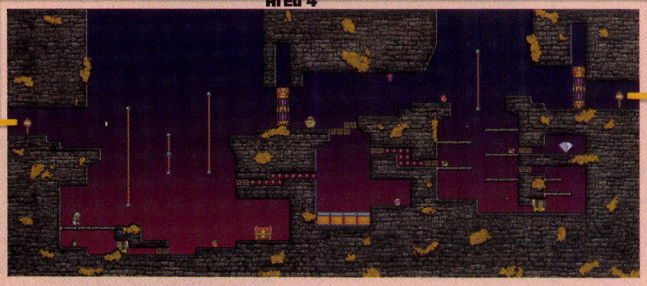
Area 2



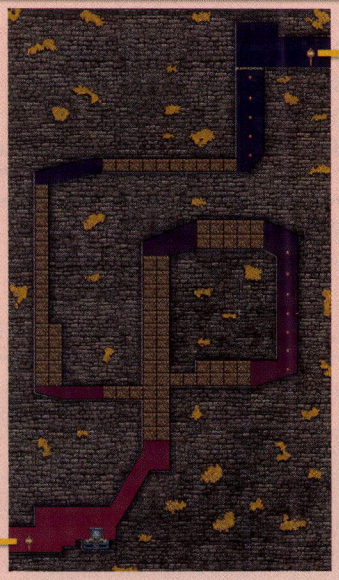
Area 3



Area 4

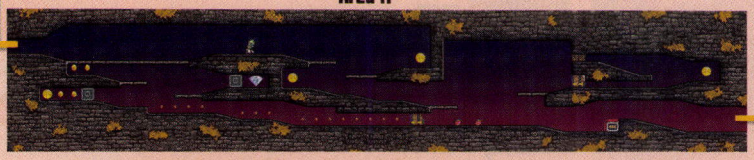


Area 5

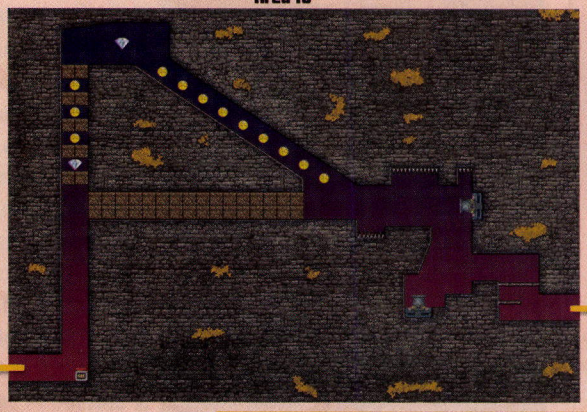


Area 12

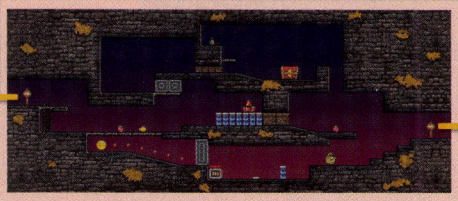
Area 11



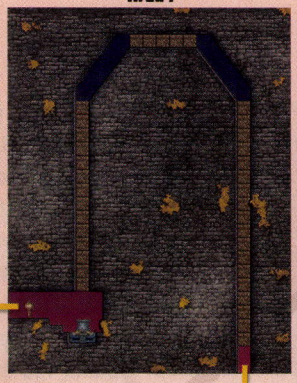
Area 10



Area 6

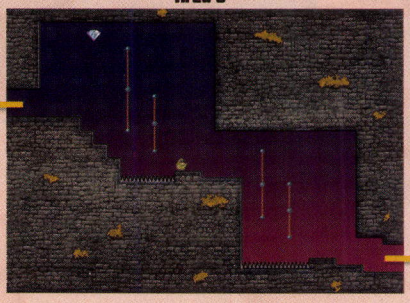


Area 7



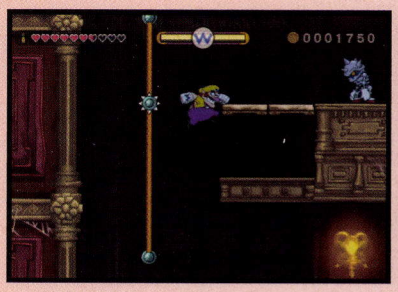
Area 8

Area 9



Missions

Treasure

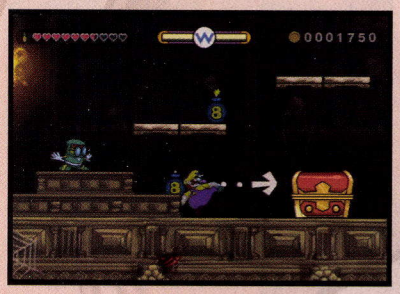


Dodge a Spinbat's attack on your way to the next pole, which also has some spikes at its midway point. Leap to the pole when it lowers and then quickly jump off to reach the right ledge.

Jump back onto the pole again, grabbing on above its spikes. Climb up and jump left to reach a higher ledge with an up/down pillar.

Trumping the Chomp

Shake out the big coin bag you find in the nook beyond the up/down pillar, then hammer the ground with an Earthshake Punch to raise the up/down pillar once more. The blow also knocks the Peek-a-boom below up to your level; quickly grab the stunned baddie and then sprint past the pillar before it falls.



Drop from the ledge next, carrying the Peek-a-boom all the way down to the Treasure Chomp you noticed before. Set the Peek-a-boom down someplace nearby and snatch one of its bombs when it starts throwing them. Quickly toss the bomb at the Treasure Chomp to trick the fiend into swallowing the explosive!

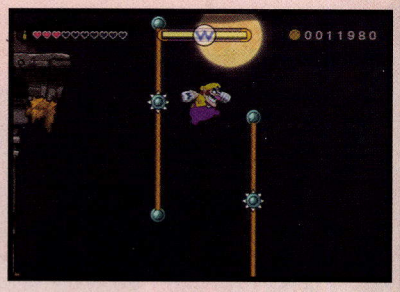
Boom! The Treasure Chomp gets a nasty case of indigestion and explodes, opening wide to cough up the stage's first treasure. Wario automatically pockets the prize; scale the poles once more, making your way toward the next area.

Ghost Potion

Area 3

Buried Bags

Dispatch this area's roving Mummers and notice the tip of a push button sticking up from the nearby ground. Raise the peg with an Earthshake Punch, then butt stomp it back down to unearth a pair of hidden coin bags.



Start scaling this area's poles after shaking out your coinage, but beware: Every pole sports spikes at the midway point! Keep from being poked by hanging low on the poles as they rise and climbing to their tops when they lower.

Leap from one pole to the next, working around their central spikes as you make for the area's high left ledge. Here you discover the golden goon: a Recapitator! Duck the fiend's flying skull and then dash into its headless skeleton to defeat it, satisfying a mission.

Defeat the golden enemy

Area 4

Ignore the Treasure Chomp at the bottom of this area and leap across the high poles instead to reach an upper passage. Dispatch the Mummer and Spinbat up here before butt smashing through the tiny stone blocks in the ground.

Wario bounces when he hits the floor below: It's covered in accordion blocks! Hop into the bottom-right nook to collect a bouncy ball, then butt stomp off the accordion blocks to return to the high passage.

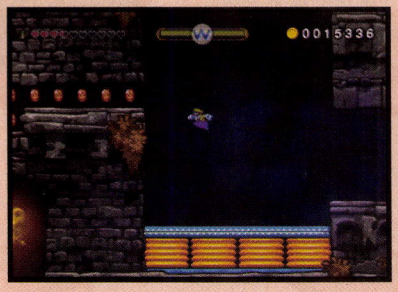
Return of Mini Wario

Carry the ball to the right, dropping past a few Bumbleprods on your way to a lower-right ledge. Toss the ball into the tiny stone blocks in the right wall, smashing them away so that Wario can belly-hop into the narrow crawlspace.

The crawlspace leads to a shrinkbarrel. Sprint through the shrinkbarrel to reduce Wario to micro size!

Now that you've shrunk Wario down, you can fully explore this area. Hop up the platforms above and dash through the tiny stone blocks in the walls to claim a shiny diamond, along with bronze coins forming a trail that leads you back to the accordion blocks.

Bounce off the accordion blocks to enter another narrow passage lined with coins. Head through the passage to pop out near the Treasure Chomp.



Jog through the shrinkbarrel in the lower-left corner to restore Wario to full size, then collect the unlit bomb that sits nearby. Jump out of this little nook, carrying the bomb over to the Treasure Chomp you spotted earlier.

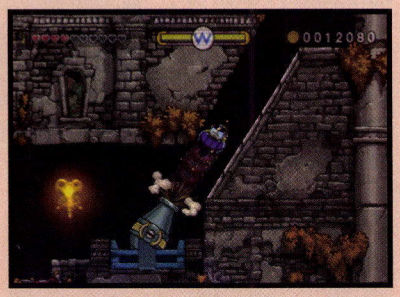
Toss the bomb at the Treasure Chomp as you did before to blow open the chest, claiming its contents. Nice job! Now cross the area again and venture onward.

Magic Lamp

Area 5

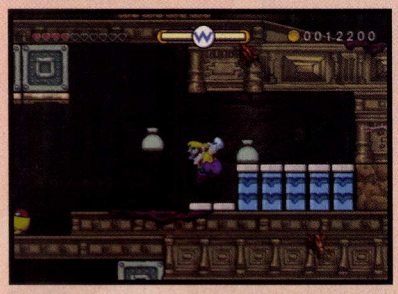
Rough Ride

Wario finds a cannon sitting all by its lonesome in this area. Climb inside and launch Wario into the nearby shaft to send him crashing along a crazy course. Wario eventually lands on a high trail leading to the next area.



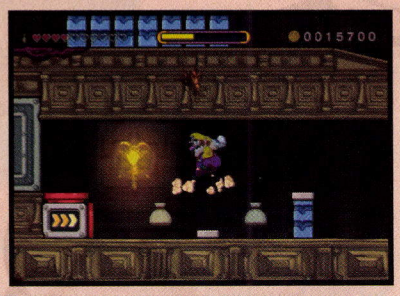
Area 6

Push Button Dash



Harass enemies on your way to this area's long row of push buttons. Begin pounding down the pegs, shaking out the two coin bags that emerge after you butt stomp the first one.

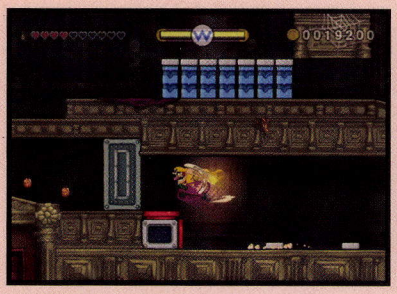
Make your way down to a dasherator and pound down another nearby push button. Two Bandineros pop up; wipe them both out, then raise the other nearby peg with an Earthshake Punch. Knock both pegs back down to obtain a couple more coin bags.



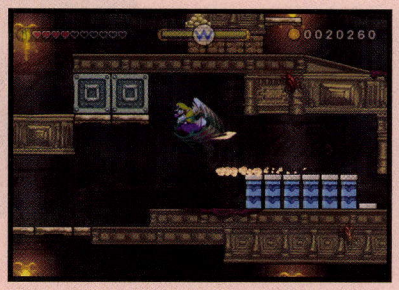
Missions

Treasure

Wario's Earthshake Punch caused the overhead row of push buttons to pop back up, which is a good thing. Climb into the dasherator and change direction as you rocket out, jumping to crash through the iron block to the left.

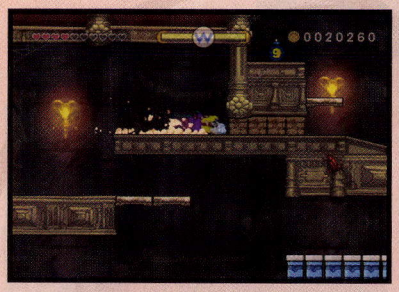


Change direction after busting through the block and leap onto the trail above. Jump again to land atop the long row of push buttons, then quickly change direction and leap through the pair of iron blocks above.



TIP

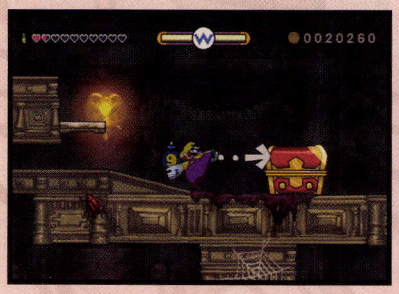
If you mess up and hit a wall, pound only the far-right push button so you can return to the dasherator while leaving the rest of the pegs sticking up.



Immediately change direction after crashing through the iron blocks and leap onto the next ledge above. Hold ✚ the moment you touch down to slide through some tiny stone blocks, and keep holding ✚ to bring Wario to a halt before he rushes right into a nearby Treasure Chomp!

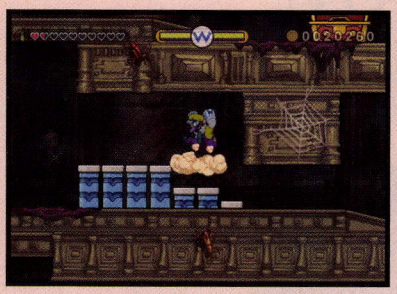
CAUTION

Don't jump the Treasure Chomp! You'll likely fall into the shaft beyond, which lands you back near the dasherator.



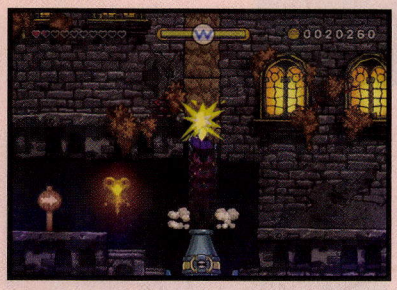
As luck would have it, a nearby ledge sports an unlit bomb. Collect the explosive and toss it into the Treasure Chomp to obtain this stage's final treasure!

Therapeutic Music Box



Drop to the lower trail after claiming your prize, and make sure to pound down all remaining push buttons before venturing onward.

Area 7



Wario finds another lonesome cannon in this area. Rocket upward to send Wario crashing along a U-shaped course that lands him in a new area.

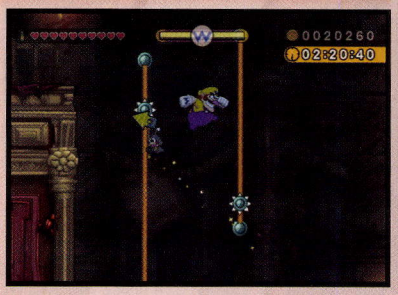
Area 8

Merfle Cage

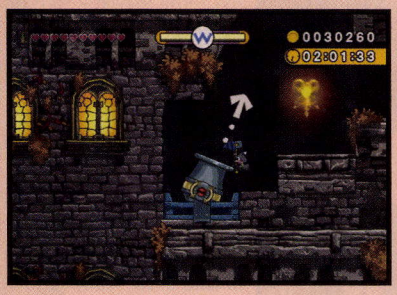
Crash! Wario slams into solid ground, finding himself sitting right next to the stage's trapped Merfle. Whack the checkpoint to mark your progress and then free the little fellow to start your escape.

Escape Run

You're shooting for coins during this exit sprint. Jump and grab the first pole as you enter the next area (Area 9 on the map). Leap back and forth between the two poles to avoid their spikes as you make for the ledge above.

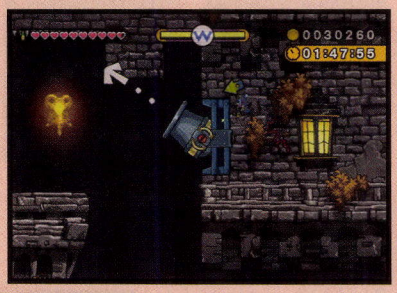


Unleash a fast Earthshake Punch the moment you land on the ledge to stun the nearby Mummer, then dash into the fiend to defeat it. Leap up the next pair of poles, jumping high off the left pole to nab a floating diamond!



The next area (Area 10) sports a cannon. Angle the cannon slightly to the right before launching Wario out. This plunges him into an out-of-sight cannon attached to the wall above.

Tilt the second cannon upward a bit so that Wario bounces off the low ceiling when fired (as pictured).



Wario bounces along a crazy course, collecting a long row of big gold coins and two sparkling diamonds! Dive into the dasherator you land near to streak into the next area.

Bolt past the next dasherator in Area 11, then jump before hitting a shrinkbarrel and land on the trail above. Nab a big gold coin from the trail's end and then change direction, racing past the shrinkbarrel and then leaping over to the high right ledge.

TIP

If your dash ever comes to a stop here, use the area's dasherator to get moving again. Wario can't collect the coins he needs without dashing.

Wario races through another shrinkbarrel on the right ledge, becoming mini once more. Change direction as you snatch the big gold coin beyond the shrink barrel, then leap up to the higher trail.

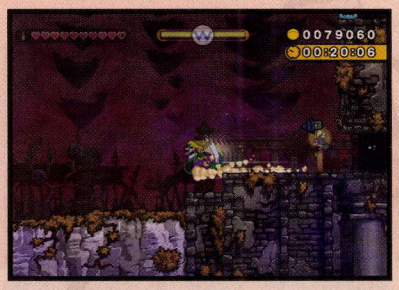
Crash through some tiny stone blocks and then let Wario fall, rushing toward the lower shrink-barrel. Blaze through the barrel to restore Wario to his normal, rotten self.

Don't bother trying to leap the short lip ahead; it's tough to do so without hitting your head on the wall beyond. Instead, quickly press ✚+② as you near the lip to change direction and bound up to the trail above.

Change direction again as Wario smashes through an iron block and claims a diamond. Jump twice as you streak left, leaping onto a higher trail and proceeding to the next area.

Area 12 is far more straightforward. Just keep running left, leaping the Mummers and sliding through the narrow spaces between them. The coins you collect as you speed through here should boost your score well over 83K!

Collect 83,000 coins



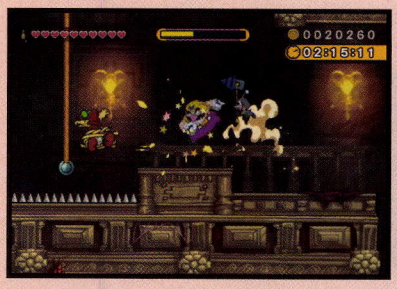
Wario emerges back in the first area, screaming down a passage he couldn't visit before. Let him cruise back into the starting gate to finish the stage with all coins and treasures collected, the golden goon bested, and all push buttons hammered down.

Pound down all push buttons

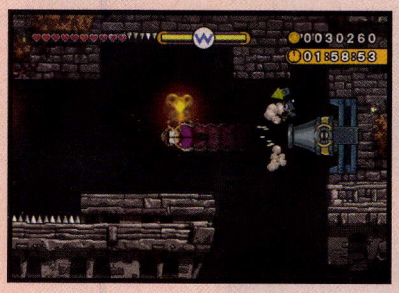
Missions

Treasure

Clearing the Time Trial



Beating the time trial is pretty easy here, so let's amp up the challenge by trying to complete the stage as Mini Wario at the same time! Hurry through the area beyond the Merfle cage, crossing the poles as fast as you can on your way to the cannon in Area 10.



This time, launch Wario straight out of Area 10's higher cannon, rocketing directly left to cut through the area with all speed. Dive into the dasherator you land atop to bolt into the next area.

Jump your way up to Area 11's higher shrinkbarrel as fast as possible, rushing through to reduce Wario to micro size. Don't pass through the lower shrinkbarrel this time, though; leap over it after you fall to reach the trail above.

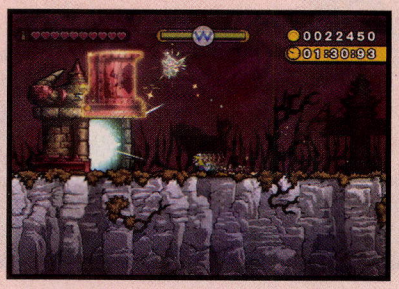
Quickly jump right and then left, dashing your way up to the area's highest trail. Speed straight through a Recapitator's legs without fear as you race for the next area.

Jump Area 12's Mummers as you did before, speeding straight through the narrow stretches as you continue motoring toward the starting gate. If you didn't waste any time, you should reach the starting gate with just over 1:30:00 left on the clock!

Finish before the clock hits 1:30:00

Beat the stage as Mini Wario

The Other Missions



Getting through Boogie Mansion without taking damage is tough, so you'll probably need a separate playthrough to meet that challenge. Take a direct path through the stage this time, and jump with care when navigating those prickly poles. It's also best to make a fourth run through the stage if you wish to clear it without using the checkpoint—combining that goal with the level's other challenges is a bit too much!

Beat the stage without using the checkpoint

Beat the stage without taking damage

Freezing Fields

Stage Overview

Freezing Fields is the third and final secret stage you can unlock at Quiver Cliffs. The secret map that unlocks Freezing Fields is stashed within one of Quiver Cliff's other secret stages, Bamboozle Village. Beat the game, find the secret map within Slipshod Slopes that opens Bamboozle Village, then find the secret map within Bamboozle village to unlock Freezing Fields!

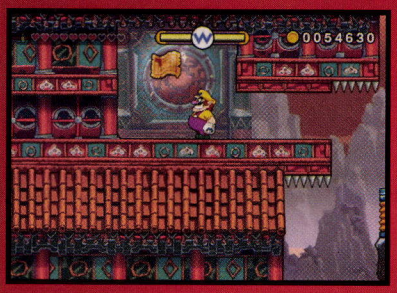
Missions

- Finish before the clock hits 2:00:00
- Beat the stage without taking damage
- Collect 70,000 coins
- Defeat the golden enemy
- Jump off three Pengoons' heads in a row
- Eat five heads of garlic

Treasure

Santa's Sled
Frozen Mammoth
Ever-Ice

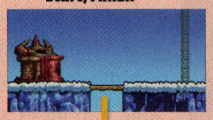
Secret Map



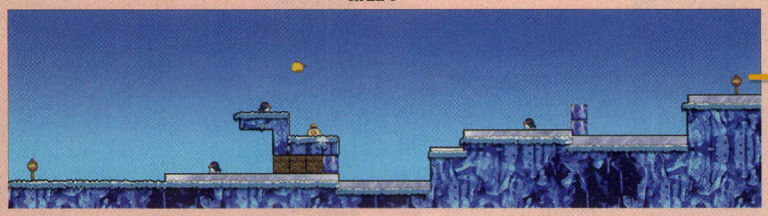
The secret map that unlocks Freezing Fields is found in Area 6 of Bamboozle Village (which is another secret stage in Quiver Cliffs). Look for a patch of shimmering light in the area's high left nook and perform an Earthshake Punch there. Nab the map that appears and then finish the stage to unlock Freezing Fields!

WARIO LAND™ SHAKE IT!

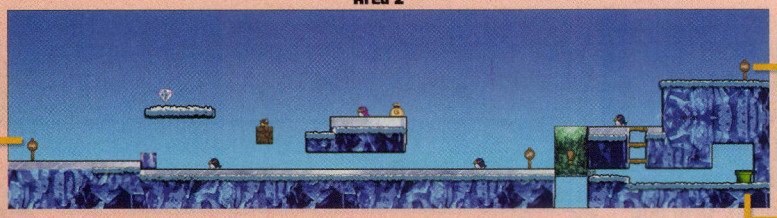
Start/Finish

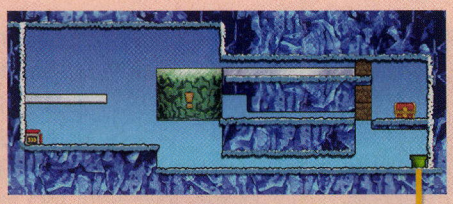


Area 1

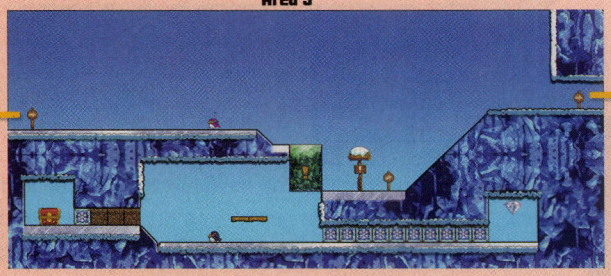


Area 2

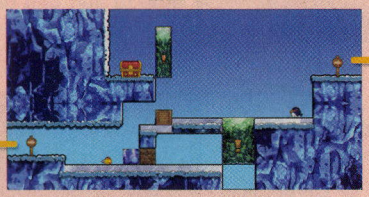




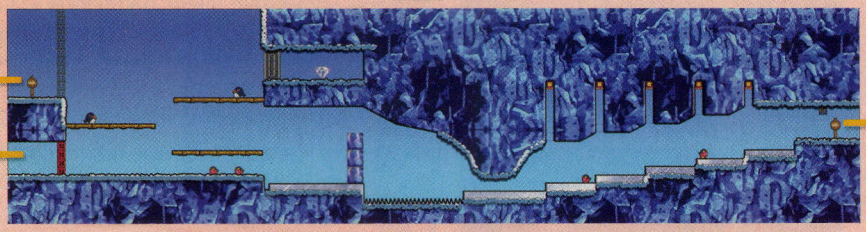
Area 3



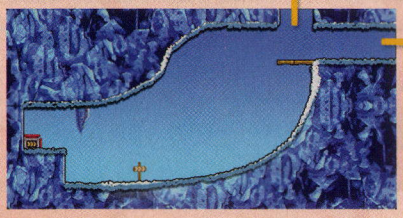
Area 4



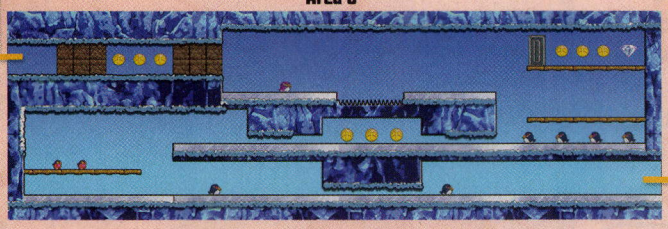
Area 5



Area 9

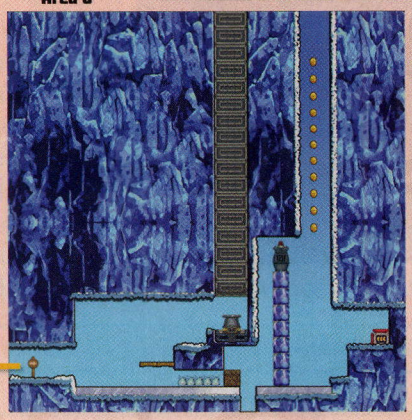


Area 8



Area 7

Area 6

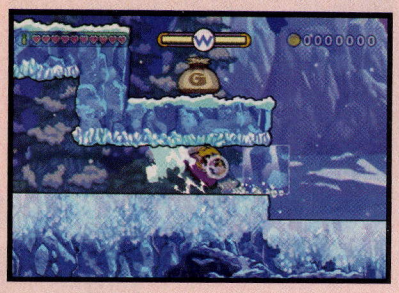


Missions

Treasure

Area 1

Icy Path



Wario begins on a long, frozen trail. Stun the first Pengoon you see and shake it for garlic before tossing it away. Tunnel through the stone blocks to the right afterward, knocking an ice block across the ice beyond.

TIP

Shake each enemy you see for garlic and eat five heads to complete a mission!

The ice block comes to a rest against a cliff. Use the block to reach the ledge above, which sports another Pengoon. Rattle the goon for garlic and then jump-dash into the stacked ice blocks to the right, knocking the top block down the cliff and onto the lower path.

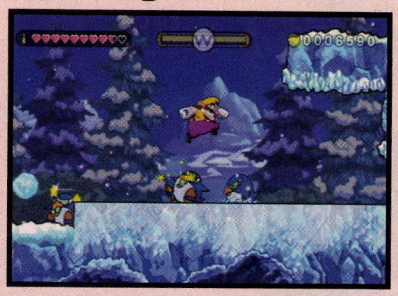
Drop from the ledge and leap up the ice block you've just hit to reach a big coin bag on a high platform. Shake out your loot and then jump onto the ledge above.

Golden Enemy

Stun the Pengoon up here and grab it. Shake the goon for garlic, then spy the stage's golden enemy up high in the sky: a floating Bandinero! Toss your Pengoon into the golden foe to defeat it, accomplishing a mission.

Defeat the golden enemy

Triple Pengoon Bounce



Say, how many Pengoons do you count in this area? There are three of them! Leave the area and then return to respawn all of the Pengoons, then stun each one and pile them all next to each other. Jump across the Pengoons, holding ② to bounce off each one's head and complete another mission.

Jump off three Pengoons' heads in a row

Area 2

Prizes on High

Ignore this area's ice block at first and stun a nearby Pengoon. Shake the goon for garlic and then set it down to the right of an overhead stone block. Wait for the Pengoon to recover, then quickly bounce off its head to reach the high ledge to the right.

CAUTION

Don't bust the stone block; it won't reappear, and you need it!

Shake the ledge's purple Pengoon for garlic after it spits out its trio of iceballs, then shake cash from the big coin bag you discover up here. You've eaten close to five heads of garlic by now, right?

Eat five heads of garlic

Next, unleash an Earthshake Punch to stun the Bumbleprod atop the floating stone block. Then leap over and butt stomp the Bumbleprod before it recovers.

Leap from the block to reach a far platform, where a huge diamond awaits. Snatch the valuable and then drop back to the ground.

Block Knocker

Now dash into the ice block, knocking it to the right. The block stops against a wide up/down pillar; unleash an Earthshake Punch to lower the pillar, then quickly dash into the block to knock it onto the pillar's top.

Move Wario onto the pillar and wait for it to lift both him and the ice block up to a higher path. Knock the block against the far cliff, positioning it so you can enter the next area.

Don't leave the scene just yet! Instead, return to the up/down pillar, lowering it once more. This time, crawl into the narrow passage beyond the pillar to reach a hidden warp pipe.

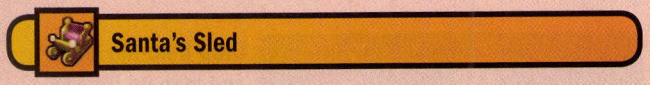
Cavern Dash

The warp pipe leads to a frigid cavern. Stand near a raised up/down pillar and rattle the place with an Earthshake Punch to knock it down.

Run left and dive into the nearby dasherator. Rocket out and leap onto the lowered pillar, quickly changing direction and then jumping over to an icy ledge above the dasherator.

Change direction the moment you land on the icy ledge and bolt back toward the up/down pillar. The pillar will be raised by now; jump across it and then slide through the long narrow stretch that follows.

Wario has just enough speed to bust through the block at the end of his slide. Drop down and raid the treasure chest below, claiming your first treasure from this stage! Exit through the warp pipe afterward and proceed to the next area.


Santa's Sled

Area 3

Rolling in the Snow

This area sports a few slopes and a snowdrift. Stand beneath the snowdrift and hammer the ground to dump some powder on Wario. This also lowers the up/down pillar to the left.

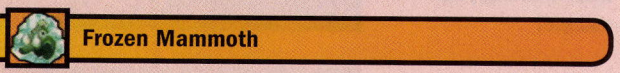
Jump onto the long slope to the right to start Wario rolling. Do this quickly so that Wario tumbles across the up/down pillar before it rises.

Missions

Treasure

Wario drops into a lower area and rolls up a small slope, crashing through a row of blocks on his way to claiming a treasure from the nook beyond!

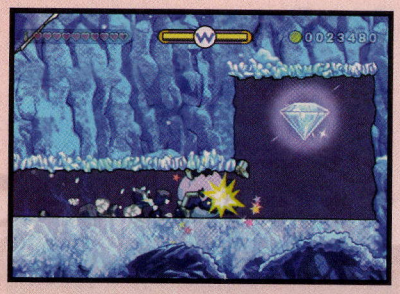
Smash through a wooden box so you can pass beneath an overhead up/down pillar. Stand on the wide up/down pillar ahead and then slam the ground with an Earthshake Punch to ride down.



Frozen Mammoth

Return to the snowdrift, and this time, walk across the up/down pillar without rolling. Drop to the lower area and roll down the small slope there to tumble off to the right.

Wario bashes through a long line of snowflake blocks, landing in another small nook. This one's got a diamond! Claim the precious gem and then return to the snowdrift.



Tumbling Onward

Time to get a move on. Blanket Wario in snow once more, but this time, stand on the up/down pillar and let it carry you up. Jump onto the little slope above to start rolling to the right, cruising up the long hill and speeding into the next area.

Area 4

Block Puzzle

Woo! Wario plows through a hapless Nosedozer as he tumbles into this area, coming to a stop when he crashes into an ice block. You can't shift the block just yet, so use it to reach the ledge above instead.

Dash apart the nearby stone block, then knock the ice block to the left. Jump the ice block after it stops and then knock it back to the right.

The ice block comes to a stop near the up/down pillar. Bring the pillar down with an Earthshake Punch, then bump the ice block onto the pillar to lift it up.

Exit to the previous area and then return to respawn the wooden box you broke here earlier. Ride up the up/down pillar with the ice block, then knock the ice block over to the wooden box.

Smash the wooden box once more, then jump back over to the ice block's right side. Unleash an Earthshake Punch to lower the overhead up/down pillar, then jump up to claim your final treasure from the high chest!

Ever-Ice

Nice moves! Now shift the ice block over to the right, using it to help you reach the high trail and proceed to the next area.

Area 5

Frosty Flimflam

Three ice blocks are stacked up near a spike pit in this area. Dash into each one, knocking them all onto the icy spikes ahead.

The ice blocks line up at the far end of the spikes, stretching out just far enough to let Wario leap across without falling in.

Careful: Blue Flimflams fall from the ceiling in the icy passage that follows, hoping to freeze Wario in his tracks. Carefully avoid the little frostballs as you struggle to maintain your footing.

NOTE

Touching the Flimflams won't harm Wario; they knock him back toward the spike pit instead!

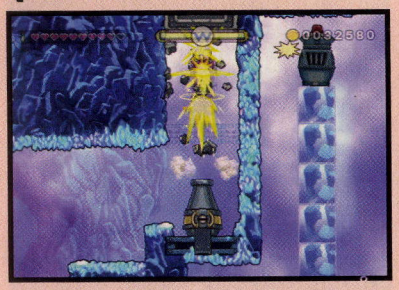
Escape Prep

Jump and hit the overhead switch at the far end of the passage to seal off the Flimflam generators. Now you won't have to worry about those chilly pests when making your escape!

Head back down to the ice blocks you used to cross the spike pit, and dash into them to knock them all over to the pit's left side. This will come in handy later!

Area 6

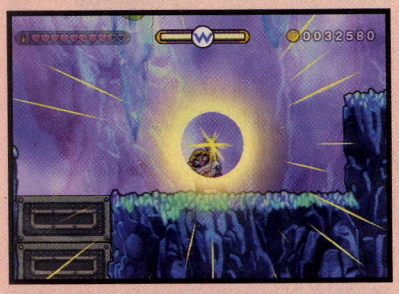
Quick Visit



A row of chilly Flimflams blocks this area's lower trail, so jump your way up to a cannon instead. Rocket straight up, smashing through a long row of iron blocks.

Area 7

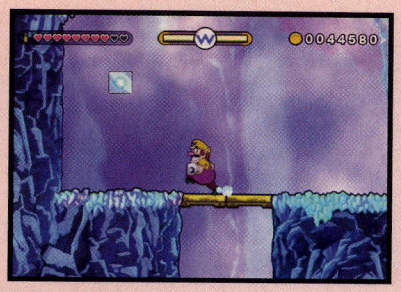
Icicle Cave



Wario soars into a small, frosty cavern. Leave the checkpoint block alone for the moment and use an Earthshake Punch to knock down the far-right icicle.

Use the icicle to reach the right ledge, where a purple Pengoon guards a glittering diamond. Wipe out the goon and then jump up to nab your prize.

Return to the checkpoint block and hit it to save your progress. Now you won't have to go after that diamond again if you retry!

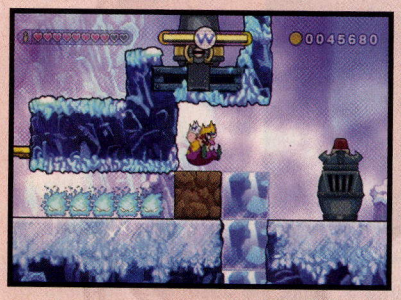


Drop all three of the cavern's icicles and then hop over to the one on the left. Jump from the left icicle and perform a super butt stomp through the iron blocks in the floor to proceed.

Area 6 (Revisited)

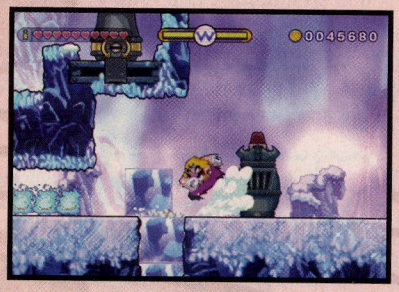
Merfle Cage

Wario crashes back down into the previous area, landing near the Merfle cage. Well, actually, he lands near a huge stack of ice blocks that the Merfle cage is perched atop! Dash into each ice block, knocking them all into the left pit until the Merfle cage reaches the ground.



Don't shake the cage just yet! Jump over it instead and butt stomp the stone block to the left, smashing it apart.

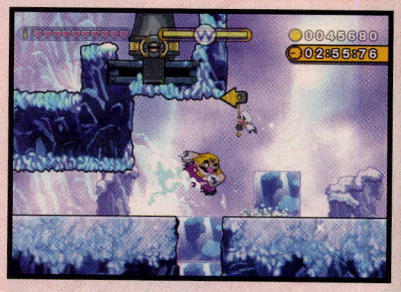
Carefully leap to the right, landing between the ice block and Merfle cage. Dash into the ice block afterward, using it to wipe out the row of blue Flimflams to the left.



With the Flimflams flattened, knock the ice block back over to the Merfle cage. That's enough for now! Shake the cage to free the Merfle and start the timer.

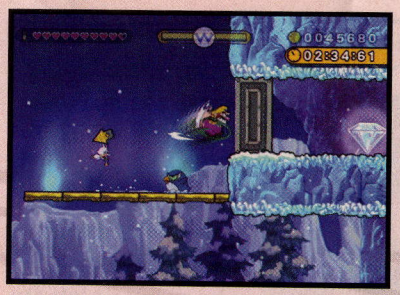
Escape Run

Coins are the focus of this dash—you've still a ways to go before hitting 70K. The moment you free the Merfle, hop the ice block and then knock it over to the right wall. This allows you to jump up and make use of a dasherator!



There shouldn't be any obstacles in your way, so sprint left and leap the short lip on your way back to Area 5.

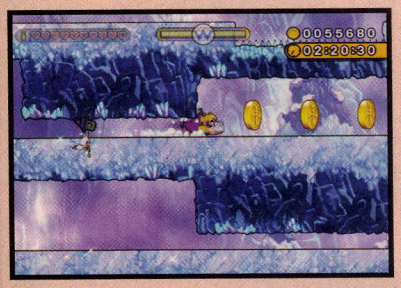
With Area 5's Flimflam generators jammed and its ice blocks knocked to the left side of the spike pit, you're able to dash straight down the first icy passage and leap the spikes without incident.



Leap and dash back and forth to scale the platforms beyond the spike pit, aiming to smash through a big iron block and claim a diamond from a high nook. Dash back down the platforms afterward and streak through the low passage that's opened to reach a new area.

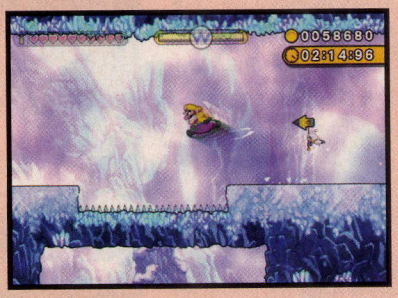
WARIO LAND SHAKE IT!

The next area (Area 8 on the map) can be tricky. Slide through the first narrow stretch and then leap onto the far platform. Quickly change direction when you reach the platform and leap to the trail to the right.



Duck again to slide through the next two narrow spaces, nabbing the three gold coins that float between them as you go.

Leap up the top trail and hop its spike pit. Change direction when you land and hop back over the spikes.



Jump to the high left ledge, smashing through an iron block and claiming more gold coins, along with another diamond. This final gemstone should help you bust through the 70K barrier!

Collect 70,000 coins

Change direction after claiming the diamond and leap back over the spikes. Smash through a row of stone blocks, claiming a few more coins as you zip into the next area.

Area 9's totally straightforward. Let Wario dash right into the left wall, then quickly hammer the ground with an Earthshake Punch to bring down an icicle.

Leap from the icicle to reach the dasherator on the ledge above. Rocket out of the dasherator to cruise up the steep hill, returning to the starting gate with all your riches.

Clearing the Time Trial

You can *almost* clear the time challenge while collecting the loot you need to reach your coinage goal, but not quite! Make a second trip through the stage if you want to set a record speed, and try not to get hit on your way to the Merfle cage. This time around, zip straight through Area 5 without bothering with that high diamond.

Make your way through Area 8 as you did before, sliding through the narrow stretches and leaping your way up to the highest trail. Don't go back for the diamond this time, though; jump the spikes and keep motoring into Area 9, using the dasherator to zoom up to the starting gate and record an excellent time!

Finish before the clock hits 2:00:00

Beat the stage without taking damage

Missions

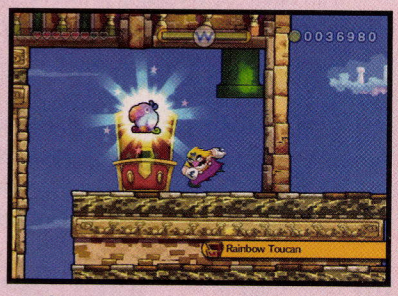
Treasure

Loot Checklist

Spoiler alert! This final chapter of the book reveals all of the best-kept secrets in *Wario Land: Shake It!* Stop reading if you don't want to know about this hush-hush stuff!

Treasures

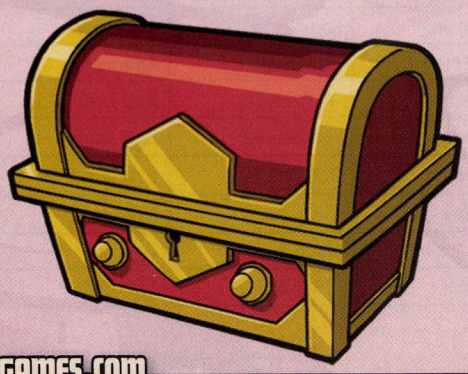
They're worth a lot, they come in all shapes and sizes, and they're always inside big, shiny chests. They're treasures! Use the following checklist to help you keep tabs on all of the special goodies you help Wario swipe from the Shake Dimension.



Treasure Checklist

Treasure	Name	Stage	Area	Got It?
	Merfle Syrup	Aboard the *Sweet Stuff*	The *Sweet Stuff*	
	Six-Week-Old Curry	Aboard the *Sweet Stuff*	The *Sweet Stuff*	
	Fickle Compass	Aboard the *Sweet Stuff*	The *Sweet Stuff*	
	Stone Coin	Stonecarving City	Ratl Ruins	
	Full-Body Goggles	Stonecarving City	Ratl Ruins	
	Crystal Skull	Stonecarving City	Ratl Ruins	
	Cheese Pyramid	Whoopsy Desert	Ratl Ruins	
	Liquid Giggles	Whoopsy Desert	Ratl Ruins	
	Ancient Digital Watch	Whoopsy Desert	Ratl Ruins	
	Recyclable Bottle	Foulwater Falls	Ratl Ruins	
	Silver Armor	Foulwater Falls	Ratl Ruins	
	The Key to My Heart	Foulwater Falls	Ratl Ruins	
	Manly Moai	Run-Down Pyramid	Ratl Ruins	
	One Heavy Spear	Run-Down Pyramid	Ratl Ruins	
	Moonstone	Run-Down Pyramid	Ratl Ruins	
	Instant Tutanramen	Disturbing Tomb	Ratl Ruins	
	Golden Tissues	Disturbing Tomb	Ratl Ruins	
	Oasis in a Teapot	Disturbing Tomb	Ratl Ruins	
	Imperial Boxers	Gurgle Gulch	Ratl Ruins	
	Wario's Dustcloth	Gurgle Gulch	Ratl Ruins	
	Something Important	Gurgle Gulch	Ratl Ruins	
	Empty Piggy Bank	Just Plains	Wiggly Wilds	
	Baobab Wood Pacifier	Just Plains	Wiggly Wilds	
	Stuffed Wildebeest	Just Plains	Wiggly Wilds	
	Peach Sandals	Wavy Waters	Wiggly Wilds	
	Turtleskin Hat	Wavy Waters	Wiggly Wilds	
	Mermaid Scale	Wavy Waters	Wiggly Wilds	
	Bangin'-Together Rocks	Mt. Lava Lava	Wiggly Wilds	
	Combustible Top	Mt. Lava Lava	Wiggly Wilds	
	Fantabulous Fan	Mt. Lava Lava	Wiggly Wilds	
	Hypno-Specs	Savannah Valley	Wiggly Wilds	
	Solid-Gold Shuttlecock	Savannah Valley	Wiggly Wilds	
	Diamond Ski Mask	Savannah Valley	Wiggly Wilds	
	Extra-Nutty Chestnut	Sneak Peak	Wiggly Wilds	
	Saphfire	Sneak Peak	Wiggly Wilds	
	Stone Hockey Mask	Sneak Peak	Wiggly Wilds	
	Lion-Mane Wig	Lowdown Depths	Wiggly Wilds	
	Moon Light	Lowdown Depths	Wiggly Wilds	
	B.C. Bongo	Lowdown Depths	Wiggly Wilds	
	Perfect Disguise	Wreck Train	Rocking Range	
	Hotter Sauce	Wreck Train	Rocking Range	
	Diamond Lightbulb	Wreck Train	Rocking Range	
	Fossilized Drumstick	Stonetooth Cave	Rocking Range	
	Gold-Handled Bucket	Stonetooth Cave	Rocking Range	
	Kissing Stapler	Stonetooth Cave	Rocking Range	
	Pterodactyl Stew	Its-all Mine	Rocking Range	
	Gold Press-on Nails	Its-all Mine	Rocking Range	
	Really Tempting Apple	Its-all Mine	Rocking Range	
	Ancient Duck Soup Mix	Glittertown	Rocking Range	
	Energy Drink	Glittertown	Rocking Range	
	Pink Diamond	Glittertown	Rocking Range	
	Play Money	Neon City	Rocking Range	
	Spyfruit	Neon City	Rocking Range	
	Mirror Crystal Ball	Neon City	Rocking Range	
	Train Timetable	Derailed Express	Rocking Range	
	24K Baseball Bat	Derailed Express	Rocking Range	
	Overachieving Star	Derailed Express	Rocking Range	
	Piranha Dentures	Ropey Jungle	Jiggle Jungle	
	Eye of the Storm	Ropey Jungle	Jiggle Jungle	
	Pied Piper's Pupil	Ropey Jungle	Jiggle Jungle	
	Lanternfish	Windbreak Bay	Jiggle Jungle	
	Ammoniteless Shell	Windbreak Bay	Jiggle Jungle	
	Swine Pearls	Windbreak Bay	Jiggle Jungle	
	Cupid's Bow	Airytale Castle	Jiggle Jungle	
	Rainbow Toucan	Airytale Castle	Jiggle Jungle	
	Flying Slipper	Airytale Castle	Jiggle Jungle	

Treasure	Name	Stage	Area	Got It?
	Amber Ring	Soggybog River	Jiggle Jungle	
	Bottle of Toad Oil	Soggybog River	Jiggle Jungle	
	Flowerworks	Soggybog River	Jiggle Jungle	
	Solid-Gold Flyer	Launchpad Labyrinth	Jiggle Jungle	
	Pot Full o' Mystery	Launchpad Labyrinth	Jiggle Jungle	
	Dung Beetle Pendant	Launchpad Labyrinth	Jiggle Jungle	
	Venus Guytrap Seed	Riverbloat Rapids	Jiggle Jungle	
	Emerald Melon	Riverbloat Rapids	Jiggle Jungle	
	Muscleman Suit	Riverbloat Rapids	Jiggle Jungle	
	Air Guitar	Prism Prison	Jiggle Jungle	
	Flying Floor Pillow	Prism Prison	Jiggle Jungle	
	Electric Ukulele	Prism Prison	Jiggle Jungle	
	Last Mahjong Tile	Mount Bighill	Quiver Cliffs	
	Nine Winks	Mount Bighill	Quiver Cliffs	
	Dragon Whisker	Mount Bighill	Quiver Cliffs	
	Pirate's Eye Patch	Creep Blue Sea	Quiver Cliffs	
	Message in a Bottle	Creep Blue Sea	Quiver Cliffs	
	Blue Coral	Creep Blue Sea	Quiver Cliffs	
	Hot Dog	Slipshod Slopes	Quiver Cliffs	
	Crown of Ice	Slipshod Slopes	Quiver Cliffs	
	Aurora Robealis	Slipshod Slopes	Quiver Cliffs	
	Vampire's Mirror	Bad Manor	Quiver Cliffs	
	Star Hammer	Bad Manor	Quiver Cliffs	
	Pandora's Box	Bad Manor	Quiver Cliffs	
	Nice Cup of Green Tea	Bamboozle Village	Quiver Cliffs	
	Tiger-Eye	Bamboozle Village	Quiver Cliffs	
	Collapsible Telescope	Bamboozle Village	Quiver Cliffs	
	Ghost Potion	Boogie Mansion	Quiver Cliffs	
	Magic Lamp	Boogie Mansion	Quiver Cliffs	
	Therapeutic Music Box	Boogie Mansion	Quiver Cliffs	
	Santa's Sled	Freezing Fields	Quiver Cliffs	
	Frozen Mammoth	Freezing Fields	Quiver Cliffs	
	Ever-Ice	Freezing Fields	Quiver Cliffs	

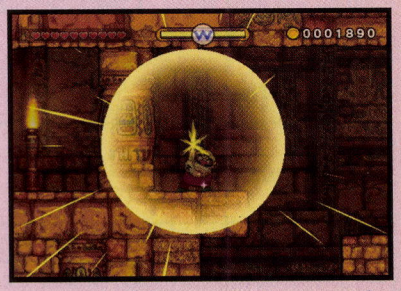


Secret Maps

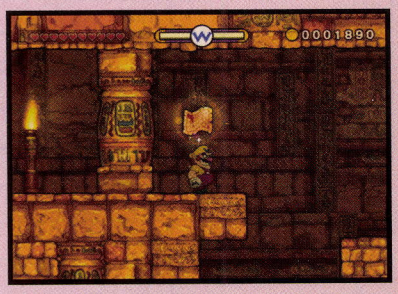
After besting the Shake King, Wario learns that his adventures in the Shake Dimension don't have to end so soon. By revisiting previous stages, Wario can now discover secret maps that unlock bonus levels!

NOTE

It's possible to obtain the secret maps without beating the game, but you'd never know where to look for them! Beating the game causes the shimmering light to appear, marking the maps' locations.



View each stage at the selection screen to see which ones hold secret maps and which ones don't. Travel back through stages that are listed as having secret maps, and look for sparkling patches of soil. Perform an Earthshake Punch at one of those spots to expose the stage's secret map, then finish the level to unlock your new stage!



The following table details where each secret map is found. Note that some maps are hidden within the secret stages themselves.

TIP

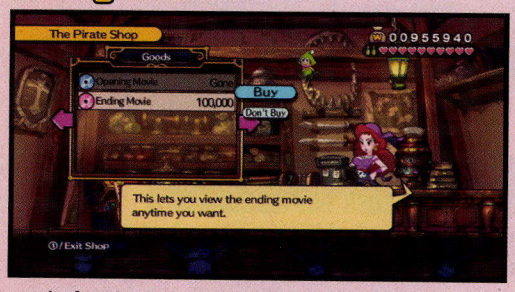
Be sure to check out each stage's walkthrough in the "Secret Stages" chapter of this guide.

Secret Maps

Area	Map Location	Stage Unlocked	Got It?
Ratl Ruins	Whoopsy Desert	Disturbing Tomb	
Ratl Ruins	Foulwater Falls	Gurgle Gulch	
Wiggly Wilds	Mt. Lava Lava	Sneak Peak	
Wiggly Wilds	Sneak Peak	Lowdown Depths	
Rocking Range	Glittertown	Neon City	
Rocking Range	Neon City	Derailed Express	
Jiggle Jungle	Airytale Castle	Launchpad Labyrinth	
Jiggle Jungle	Soggybog River	Riverbloat Rapids	
Jiggle Jungle	Riverbloat Rapids	Prism Prison	
Quiver Cliffs	Slipshod Slopes	Bamboozle Village	
Quiver Cliffs	Bad Manor	Boogie Mansion	
Quiver Cliffs	Bamboozle Village	Freezing Fields	

Other Secrets

Ending Movie

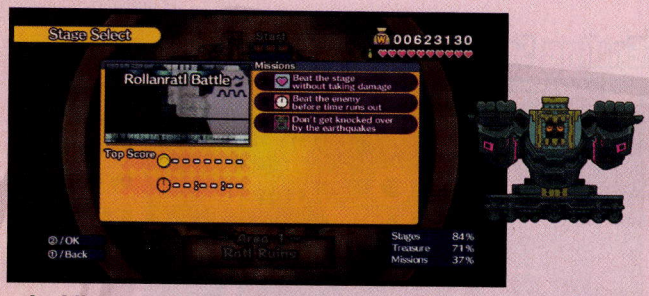


You're treated to a movie after beating the game, but did you know you can purchase that movie for viewing anytime? Visit Captain Syrup's Pirate Shop after besting the Shake King to find the Ending Movie on sale for the bargain price of only 100,000 coins. Purchase the movie and you can watch it again anytime at Wario's workshop!

Boss Missions

You can't fight bosses after you've beaten them...or can you? Clear the game to find the boss temples back in action—and sporting new missions! Now you can battle each boss again as often as you like, working to accovmplish their special challenges. Some boss missions are tougher than others, so let's go over some key strategies.

Rollanratl Battle



Avoiding earthquakes: Simply jump up each time Rollanratl slams the ground with its head. Easy!

Clearing the time trial: Don't miss opportunities to strike Rollanratl; hit the boss as often as you can.

Avoiding damage: Easy to do if you hide beneath Rollanratl when the missiles fall and are quick to sprint to a corner when its laser blocks start circling and firing.

TIP

It's often best to focus on completing just one boss mission at a time, like finishing within the time limit or not taking damage. If you happen to complete other missions in the process, then great!

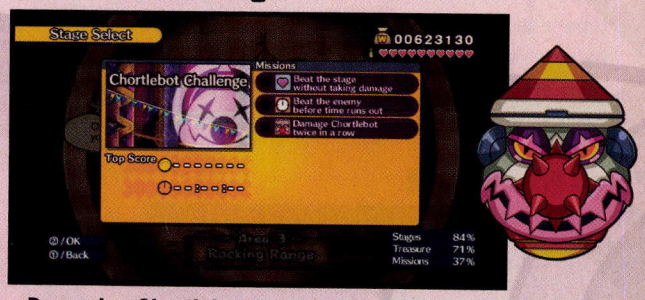
Hot Roderick Race

Knocking back tires: Watch carefully as each tire sails through the air, and position Wario's ride so he can whack each one. The tires don't need to hit Hot Roderick; they just can't slip past Wario. Remember: Gold-rimmed tires don't bounce!

Clearing the time trial: Do your best to knock back every wrench and tire so you can damage Roderick early and often. Tap ① as fast as you can to pile on the damage each time you get a chance to strike Roderick's ride.

Avoiding damage: Easy, up until Roderick zooms into the background and then zips forward to attack. Speed up to give yourself more time to react, and jump to dodge Roderick the moment he zooms forward. Make sure to smash all the wreckage after Roderick's ride goes boom, too!

Chortlebot Challenge

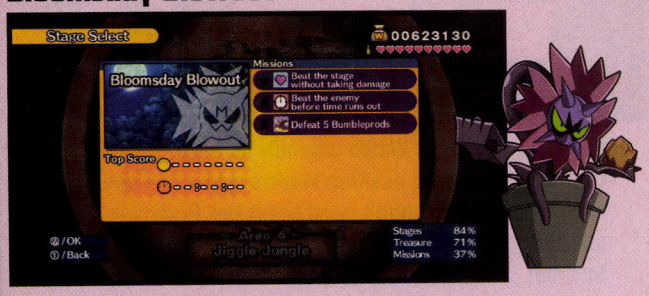


Damaging Chortlebot twice in a row: Wait for Chortlebot to move near the horizontal bars, then leap out to stun it. Once the boss is stunned, quickly jump from the bar to hit and damage Chortlebot. After bouncing off the boss's noggin, carefully guide Wario back down for a second hit!

Clearing the time trial: Risk it all to damage Chortlebot, hitting it as many times as possible, as often as possible. Look to bounce off the boss's head twice each time you manage to bring it down.

Avoiding damage: This is a tough mission, as Chortlebot has some nasty attacks. Learn the patterns and don't take any silly risks. Circle around the stage to avoid those long, pesky fiery wires, and duck into a corner to avoid that gnarly fire wire/energy disc combo attack.

Bloomsday Blowout

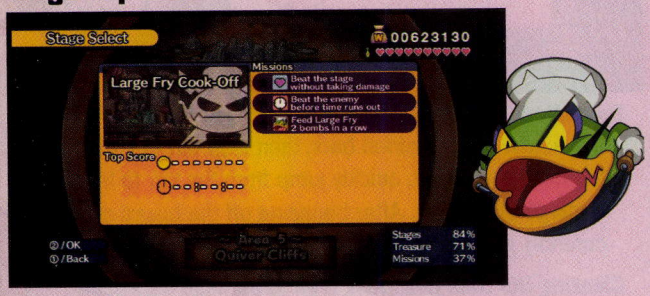


Besting Bumbleprods: Nothing tough about this one; just stun and butt stomp each Bumbleprod that Bloomsday spits out until you manage to dispatch five.

Clearing the time trial: Get off to a fast start by exploiting both Bandineros that Bloomsday spits out. Stun Bloomsday with the first Bandinero, dash into the boss twice, then quickly pick up the other Bandinero and flee to avoid the thorn attack. Now use the second Bandinero to stun and damage Bloomsday again! Look to get the most out of every baddie Bloomsday births.

Avoiding damage: This is easy to do until Bloomsday begins trapping Wario between two thorn walls. The key tip at that time is to make sure Wario is far away from Bloomsday before it summons the thorns. This ensures that the two thorn walls will be spread far apart, giving you the most room to maneuver and avoid them.

Large Fry Cook-Off



Feeding Large Fry two bombs in a row: Simply shake out the fuse of the first bomb you get, then set it down and feed Large Fry another goon to get a second bomb. Defuse that bomb as well and look for a chance to hurl them both into Large Fry's mouth. Careful: The bombs' timers restart when Large Fry slams the ground!

Clearing the time trial: Don't miss opportunities to feed Large Fry goons and bombs, and defeat surplus baddies to make sure the minions don't overwhelm. Feeding Large Fry two bombs from the start of the fight helps to speed things up a bit.

Avoiding damage: Not too tough if you exercise good crowd control over Large Fry's goons and run and jump to dodge those greed-seeking carrot missiles.

Shakedown Schooner

Collecting 60,000 coins: Take a slower approach to the fight and make sure to shake out all of the king's coins at every opportunity. Never let the Shake King grab and jostle Wario, or he'll take back some of his cash! Note that you can only shake so many coins out of the boss during each phase of the battle. Get the most you can out of each one!

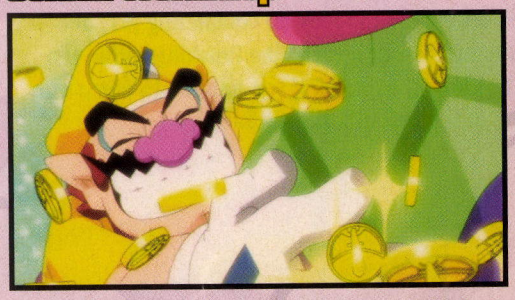
Clearing the time trial: Hasten the fight by unleashing Earthshake Punches to cancel the Shake King's attacks. Don't waste time shaking the boss for coins, either. Stun him and throw him quickly!

Avoiding damage: The Shake King's attacks are actually quite easy to avoid once you're familiar with their patterns. Cancel as many of them as you can with Earthshake Punches and dodge the rest, following the strategies outlined in the main walkthrough.

Ending Song

You've probably already learned that, by completing all of a stage's missions, you unlock that stage's background music. (Give them each a listen at Wario's workshop!) What you may not know is that you can unlock the theme song to the Ending Movie if you complete all missions across every stage! This includes the boss missions discussed in this chapter, along with the many missions presented by the 12 secret stages. Clear them all to unlock that special ending track!

Golden Workshop



So why go after all those treasures? Well, if you collect all three treasures from each and every stage (including the 12 secret stages), Wario gets a chance at living the high life: His workshop becomes covered in piles of loot! Now it'll *really* take some doing to get him to leave.